

THERE ARE WORLDS BEYOND OUR OWN...THE WORLDS OF

IF THE DICEMAN HAD FAILED TO SATISFY THE APPETITES OF HIS DEMON, ASTRAGAL.....

HAMMERSTEIN HAD FIRED HIS NUCLEAR DEVICE AT THE GIANT ROBOT – AND MISSED.....

SLAINE HAD BLUNTED HIS AXE 'BRAINBITER' ON THE WRONG GOBLIN HEAD.....

Their worlds – their lives – would have been different. There is only one key to those alternative realities. YOU hold that key...THE DICE. For they control the worlds of IF...the savage, phantom worlds of...



Welcome to the second helping of 2000 AD's DICEMAN, an original concept which combines the best of fantasy gaming with the ultimate in graphic action. Thousands of blood-thirsty maniacs have sent in their comments on Issue 1, all of which were greatly appreciated by The Hot Team. A selection of letters by our DMA (Dice Master's Apprentice), Mervyn, features later in the magazine.



I CALL IT
"THE LETTERS'
RACK"
WITTY, RIGHT?

Our second issue presents 3 exhausting adventures, in which YOU are the War-Robot HAMMERSTEIN...YOU are the Celtic Berserker SLAINE...YOU are Rick Fortune, one sane man in a mad world – our new title character, created especially for fantasy gaming strip – THE DICEMAN! Each of the stories has its own flavour, some are harder than others, but they all share one thing in common...IT'S YOUR FUNERAL, MAC!

Simon Gell

ENTER
THE
DICEWORLD
...IT'S
DEAD
EASY!

NO
BRAINS OR
BATTERIES
REQUIRED!



HOW TO PLAY THE DICEMAN

The only essential weapon you'll need is a pair of sacred ivories... a brace of the blessed bones themselves - 2 SIX-SIDED DICE.

You'll also need some scraps of paper, a pen and a rubber. These will be used to create SCORE SHEETS for each of the 3 games you're about to play. A score sheet is a record of your progress through the story: if you are told to add to, or subtract from, your score - then that's where you'll make a note of it. Specific rules are given at the start of each story, but there is one important rule to remember throughout...

A fantasy gaming comic strip is unlike any other strip you've read before. Here, every picture has a NUMBER - and if you are instructed to turn to a picture number, you do so... even if that number is several pages away. DO NOT try to read a story IN sequence if you've been told to go to a new picture number OUT OF sequence - it won't make sense. To help you through your ordeal, numbers are printed at the top of the page to tell you which pictures are to be found below.

Now YOU are ready to roll!

Click on any "Go to X" to go directly
to that picture :)

RECKON
YOU'VE GOT IT?
WE'LL SOON SEE...
HUR HUR HUR...

Battle Them Bones.....

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THE HOT TEAM

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GLENN FABRY



BLAME
THEM!

Grateful thanks, a box of splints and a year's membership of Bupa to our valiant Gametesters- Natasha Mills, Kevin Brighton, Simon Bridle and Robin Smith- who suffered innumerable indignities to ensure there weren't too many blunders in the stories.

Special Thanks To
STEVE MACMANUS
DOUG CHURCH
No Thanks At All To
KEVIN O'NEILL



...AND LET'S
GET DICING!



YOU ARE

THE

ABC WARRIOR

VS. VOLGO

THE ULTIMATE
DEATH MACHINE

ART
STEVE DILLON

STORY/ GAME
PAT MILLS

LETTERING
KID ROBSON

Armed with 'state of the art' hi-tech weapons and surrounded, half a mile distant, by an invisible induction field which vapourises fast-moving objects heading towards it, the day of the Giant Robot has dawned!

Volgo — Vengeance Weapon 1 — is the first of these war monsters that cannot be destroyed...

Except, maybe, by one ABC Warrior—HAMMERSTEIN—a robot built for Atomic, Bacterial and Chemical Warfare, flying slowly enough to penetrate the induction field and deliver a nuclear payload that will obliterate Volgo.

A suicide mission for...

YOU — WAR-ROBOT

**YOU
ARE**

THE ABC WARRIOR

ATOMIC ★ BACTERIAL ★ CHEMICAL ★

SPEEDO SHEET

ABC WARRIOR
ARMOUR RATING
(8 + one roll
of the die)

VOLGO
ARMOUR RATING 18

1	1 2 3 4 5 6 7 8 9 10 11 12	26	1 2 3 4 5 6 7 8 9 10 11 12
2	1 2 3 4 5 6 7 8 9 10 11 12	27	1 2 3 4 5 6 7 8 9 10 11 12
3	1 2 3 4 5 6 7 8 9 10 11 12	28	1 2 3 4 5 6 7 8 9 10 11 12
5	1 2 3 4 5 6 7 8 9 10 11 12	29	1 2 3 4 5 6 7 8 9 10 11 12
6	1 2 3 4 5 6 7 8 9 10 11 12	30	1 2 3 4 5 6 7 8 9 10 11 12
7	1 2 3 4 5 6 7 8 9 10 11 12	31	1 2 3 4 5 6 7 8 9 10 11 12
8	1 2 3 4 5 6 7 8 9 10 11 12	32	1 2 3 4 5 6 7 8 9 10 11 12
9	1 2 3 4 5 6 7 8 9 10 11 12	33	1 2 3 4 5 6 7 8 9 10 11 12
10	1 2 3 4 5 6 7 8 9 10 11 12	34	1 2 3 4 5 6 7 8 9 10 11 12
11	1 2 3 4 5 6 7 8 9 10 11 12	35	1 2 3 4 5 6 7 8 9 10 11 12
12	1 2 3 4 5 6 7 8 9 10 11 12	36	1 2 3 4 5 6 7 8 9 10 11 12
13	1 2 3 4 5 6 7 8 9 10 11 12	37	1 2 3 4 5 6 7 8 9 10 11 12
14	1 2 3 4 5 6 7 8 9 10 11 12	38	1 2 3 4 5 6 7 8 9 10 11 12
15	1 2 3 4 5 6 7 8 9 10 11 12	39	1 2 3 4 5 6 7 8 9 10 11 12
16	1 2 3 4 5 6 7 8 9 10 11 12	40	1 2 3 4 5 6 7 8 9 10 11 12
17	1 2 3 4 5 6 7 8 9 10 11 12	41	1 2 3 4 5 6 7 8 9 10 11 12
18	1 2 3 4 5 6 7 8 9 10 11 12	42	1 2 3 4 5 6 7 8 9 10 11 12
19	1 2 3 4 5 6 7 8 9 10 11 12	43	1 2 3 4 5 6 7 8 9 10 11 12
20	1 2 3 4 5 6 7 8 9 10 11 12	44	1 2 3 4 5 6 7 8 9 10 11 12
21	1 2 3 4 5 6 7 8 9 10 11 12	46	1 2 3 4 5 6 7 8 9 10 11 12
22	1 2 3 4 5 6 7 8 9 10 11 12	47	1 2 3 4 5 6 7 8 9 10 11 12
23	1 2 3 4 5 6 7 8 9 10 11 12	48	1 2 3 4 5 6 7 8 9 10 11 12
24	1 2 3 4 5 6 7 8 9 10 11 12	49	1 2 3 4 5 6 7 8 9 10 11 12
25	1 2 3 4 5 6 7 8 9 10 11 12	50	1 2 3 4 5 6 7 8 9 10 11 12

REMEMBER! YOU MUST RING ROUND YOUR SPEED FOR EVERY
FRAME PICTURE - BEFORE TAKING ANY ACTION - AND GO ON
DOING SO UNTIL THE GAME IS OVER.

If you would rather not cut out this page, simply draw a speedo on
your score sheet.

BE LUCKY!

RULES

ARMOUR/SPEED

Before taking off, complete your Armour Rating and note it down on your Score Sheet.

HAMMERSTEIN: 8

Roll one die and add to above

ARMOUR RATING:

If it's reduced to zero, you're destroyed.

At the back of the magazine is your **SPEEDO SHEET**. This shows your speedometers—from 10 to 120 MPH—and gives you a speedo for every picture frame in the story.

You decide the speed you're flying at by ringing round the number. (You do **not** roll the dice for speed.)

Thus here, as you take off, your starting speed is 60 MPH.

1 2 3 4 5 6 7 8 9 10 11 12

As you move from frame to frame you may accelerate or decelerate by 10 MPH. Or you can maintain the same speed.

Thus here, you can be flying at 50, 60 or 70 MPH. (You cannot exceed 120 MPH.)

Ring round the number you choose. (Or keep a speed record on your score sheet if you prefer not to cut out the Speedo Sheet.)

1 2 3 4 5 6 7 8 9 10 11 12

COMBAT

The faster you travel, the harder it is to hit...and be hit.

When you see this sign **(V)** Volgo is attacking you.

When you see this sign **ABC** you are on the attack.

WHEN VOLGO ATTACKS:

(V)

After deciding your speed, roll two dice for him. If it's equal to or higher than your speed, he's hit you.

Lose one armour point.

WHEN YOU ATTACK:

ABC

After deciding your speed, roll two dice for yourself. Add 1 to the total because you're a top ABC Warrior, specially selected for this mission.

If it's equal to or higher than your speed, you've hit him.

Deduct one armour point from his rating (see below).

THE PLAN

Your armour has a carbon-fibre layer to absorb radar energy, and a heat-coolant system so you cannot be detected by infra-red sensors. You are thus invisible on enemy tracking systems.

You are armed with a LASER 'PULSE' MACHINE GUN which penetrates armour with the force of a battering ram, and a 'BLOWPIPE' BAZOOKA loaded with a 'HELLFIRE' optically-guided MINI-NUKE.

Volgo is atomic bomb-proof, so you must first blast his armour with your machine gun—causing metal fatigue.

Then, when his armour rating is low enough, fire the mini-nuke which should pierce his skin and incinerate him.

Make a note of Volgo's armour rating on your score sheet:

VOLGO'S ARMOUR RATING: 18

Every time you hit him, deduct one armour point. You will decide **LATER** when to release your mini-nuke.

YOUR MISSION HAS BEGUN. OBEY YOUR PROGRAMMING. DESTROY VOLGO!

1 AS YOU FLY DEEP INTO
ENEMY TERRITORY
VOLGAN GROUND TROOPS
SPOT YOU...YOU WEAVE TO
AVOID THEIR GUNFIRE, AND
THEIR HEAT-SEEKING MISSILES
FAIL TO HOME IN ON YOU...

2

AND THEN ON THE HORIZON YOU SEE...
THE AWESOME SHAPE OF...VOLGO!

GO TO 12.

3

YOU'RE DRAGGED IN
BY THE BEAM...

IT'S...
NO...
USE!

4

VOLGO SWITCHES OFF THE BEAM
AS HE RAISES YOU TO HIS MOUTH...

WILL YOU...
SMASH AT HIS FIST WITH YOUR
HAMMER? GO TO 23.
HIT ONE OF HIS OPTIC UNITS
WITH YOUR HAMMER? GO TO 25.
PUT YOUR JET THRUSTERS ON
FULL POWER TO BREAK FREE?
GO TO 24.

SPEED: 0.

5

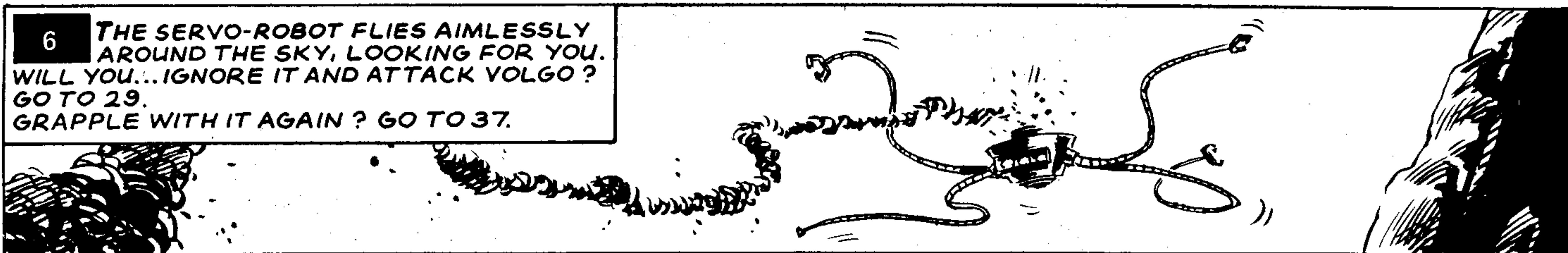
AS YOU AND VOLGO EXCHANGE FIRE, YOU SEE ONE
OF HIS SERVO-ROBOTS FLYING UP TO INTERCEPT
YOU...

ABC ATTACK

✓ ATTACK

IF YOU'RE FLYING AT 90 MPH OR MORE HERE, GO TO 21.
LESS THAN 90 MPH, GO TO 27.

6 THE SERVO-ROBOT FLIES AIMLESSLY AROUND THE SKY, LOOKING FOR YOU. WILL YOU... IGNORE IT AND ATTACK VOLGO? GO TO 29. GRAPPLE WITH IT AGAIN? GO TO 37.

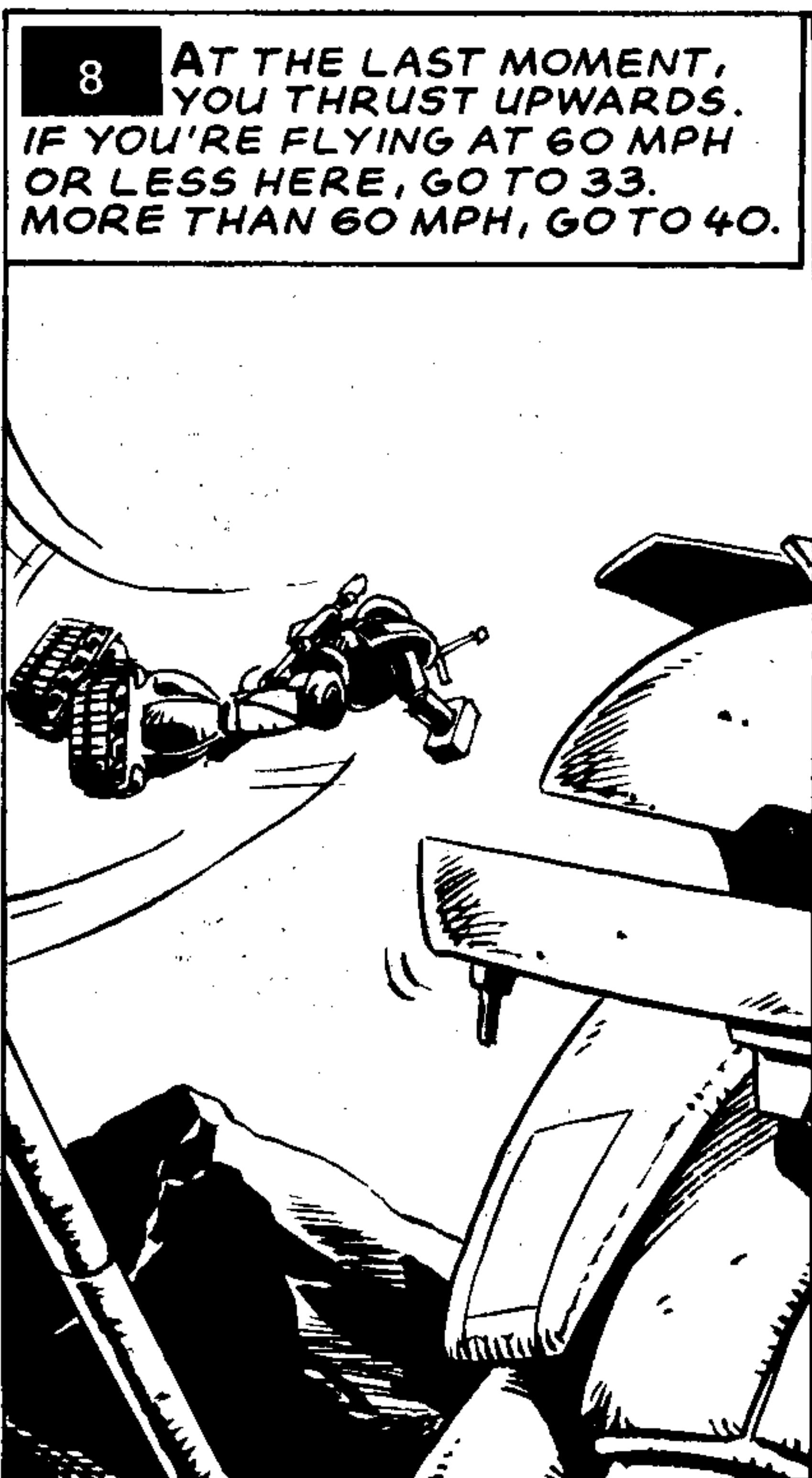


7 YOU SPEED BACK TOWARDS VOLGO WITH THE SKY-STALLION ON YOUR TAIL.

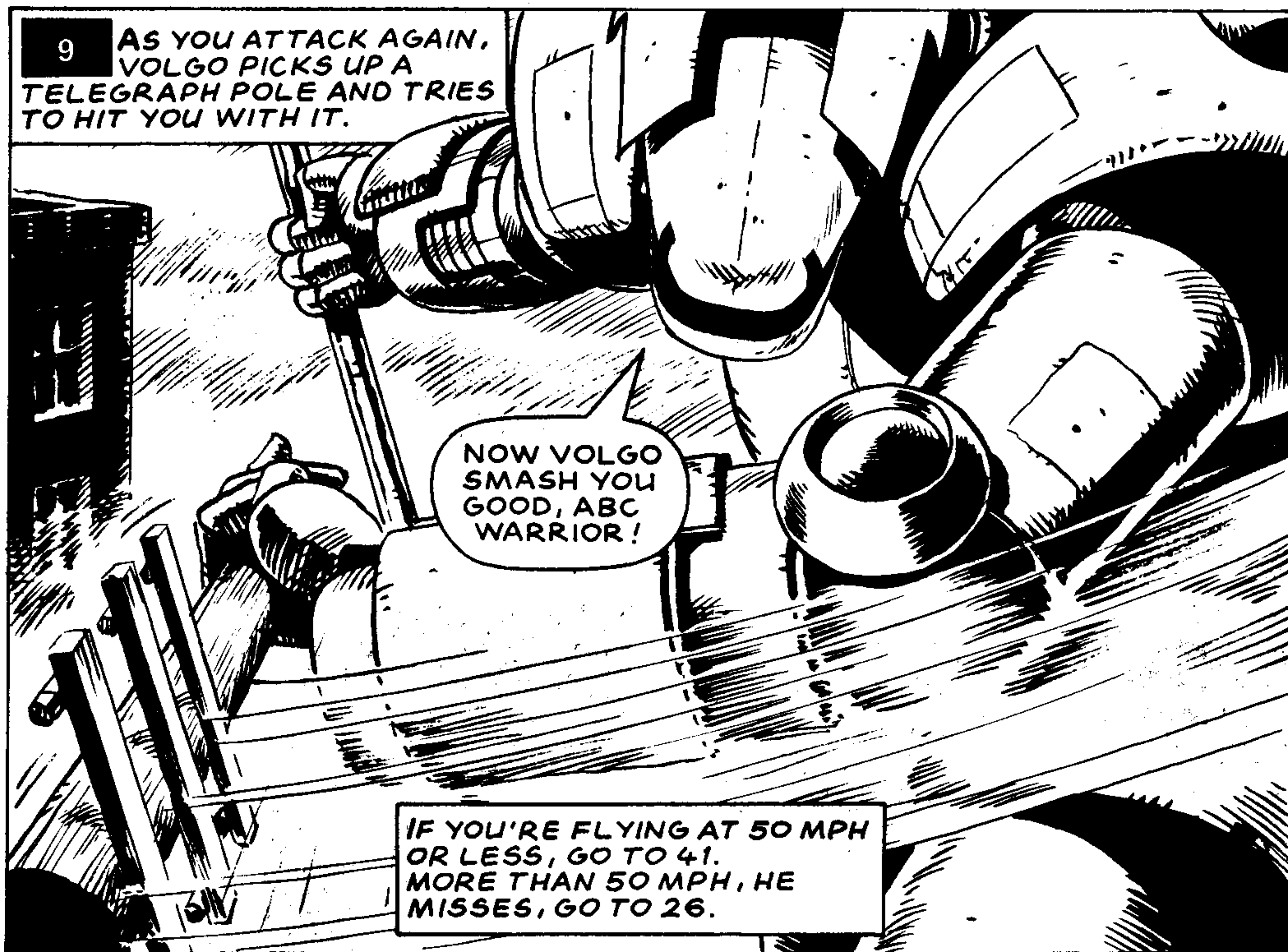
ⓧ ATTACK
ⓧ ATTACK
ABC ATTACK



8 AT THE LAST MOMENT, YOU THRUST UPWARDS. IF YOU'RE FLYING AT 60 MPH OR LESS HERE, GO TO 33. MORE THAN 60 MPH, GO TO 40.



9 AS YOU ATTACK AGAIN, VOLGO PICKS UP A TELEGRAPH POLE AND TRIES TO HIT YOU WITH IT.



NOW VOLGO SMASH YOU GOOD, ABC WARRIOR!

IF YOU'RE FLYING AT 50 MPH OR LESS, GO TO 41. MORE THAN 50 MPH, HE MISSES, GO TO 26.

10 EVERYTHING GOES BLACK...AND YOU REALISE YOU'RE BLIND.

ⓧ ATTACK

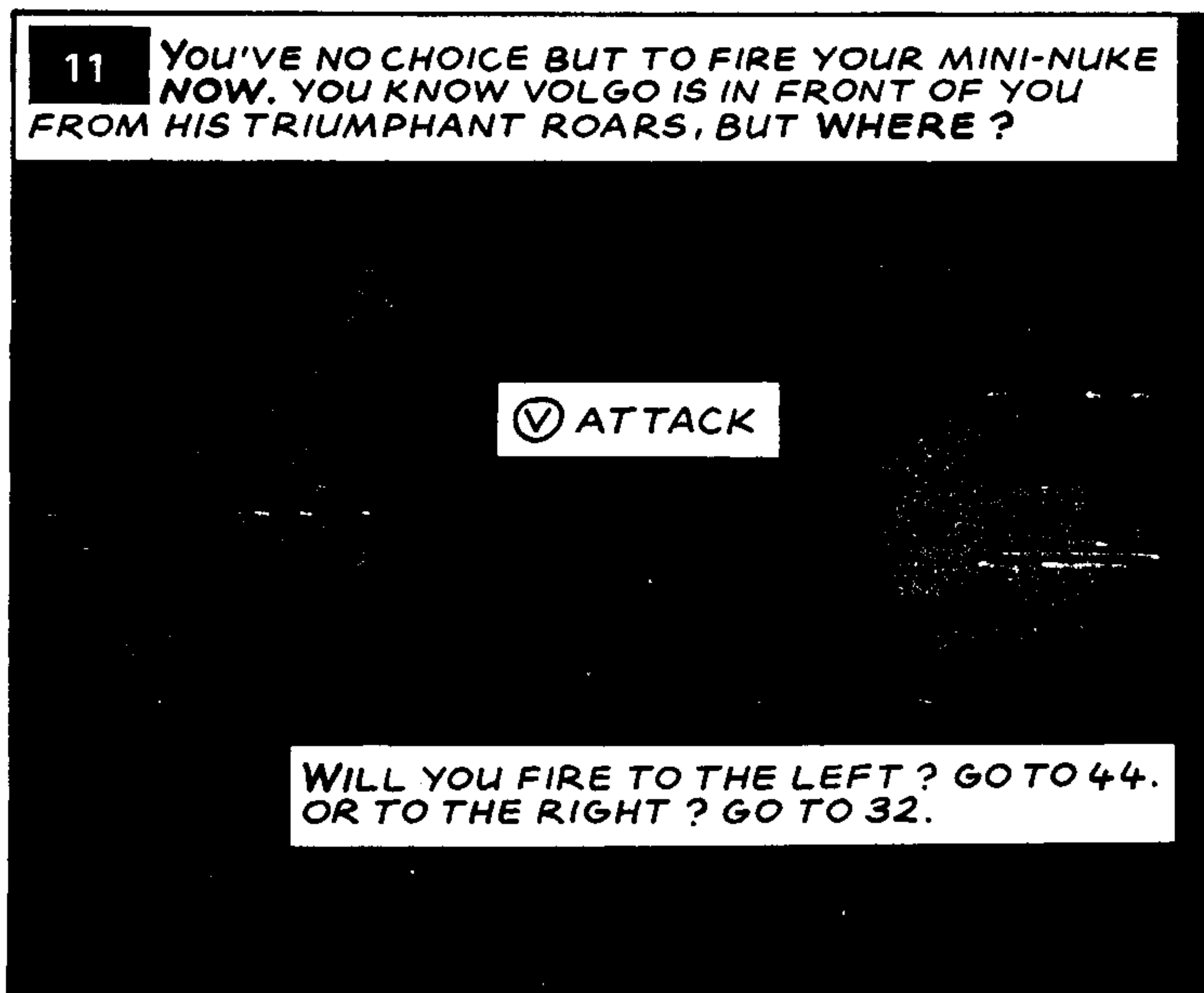
(YOU CAN'T GO TO 26 AS YOU CAN'T SEE WHERE TO FIRE).



11 YOU'VE NO CHOICE BUT TO FIRE YOUR MINI-NUKE NOW. YOU KNOW VOLGO IS IN FRONT OF YOU FROM HIS TRIUMPHANT ROARS, BUT WHERE?

ⓧ ATTACK

WILL YOU FIRE TO THE LEFT? GO TO 44. OR TO THE RIGHT? GO TO 32.



12 YOU FLY INTO THE INDUCTION FIELD!

IF YOU'RE FLYING AT 50 MPH OR LESS: NO DAMAGE.
60-70 MPH: LOSE 1 ARMOUR POINT.
80-90 MPH: LOSE 2 ARMOUR POINTS.
MORE THAN 90 MPH: YOU'RE VAPOURISED. GAME OVER.

13 YOU'RE THROUGH AND MAY INCREASE SPEED. YOU FLY TOWARDS VOLGO, YOUR MG SPITTING DEATH...

[ABC] ATTACK

14 VOLGO HAS BEEN UNDERGOING AN OVERHAUL AND HOSE-DOWN AFTER HIS SUCCESSFUL COMBAT TRIALS... BUT IS QUICK TO RETALIATE...

15 HE COMES LUMBERING AFTER YOU, TRYING TO STAB YOU WITH HIS COMBAT SICKLE...

16 YOU SWING ROUND—GETTING IN ANOTHER QUICK BURST—AND REFLECTING THAT DIALOGUE ISN'T EXACTLY VOLGO'S STRONG POINT...

[ABC] ATTACK

Ⓥ ATTACK

HE OPENS HIS "GRASER" CHEST BATTERY AND FIRES DEADLY GAMMA RAYS AT YOU.

Ⓥ ATTACK

VOLGO KILL!

GO TO 17.

17 INFURIATED, VOLGO TRAMPLES ON THE HUMANS HE'D BEEN PLANNING TO USE FOR TARGET PRACTICE, AND DELIVERS ONE OF HIS MORE ELOQUENT LINES...

VOLGO
KILL
GOOD!

THIS ROUND YOU
BOTH FIRE
(VOLGO FIRST).

✓ ATTACK
ABC ATTACK

18 THE ACTION TAKES YOU TOWARDS THE REMAINS OF A TOWN WHERE, ACCORDING TO YOUR DATA BANKS, THE BUILDING BELOW IS AN ORPHANAGE...

YOU TRY TO STEER VOLGO AWAY BECAUSE, 'THOUGH YOU'RE MADE OF COLD STEEL, YOU'RE CURSED WITH THE EMOTIONS OF YOUR MASTERS OF FLESH AND BLOOD.

ABC ATTACK
✓ ATTACK

19 THEN VOLGO TURNS HIS MAGNO BEAM ON YOU...

I'M BEING
SUCKED
TOWARDS
HIM!

IF YOU ARE FLYING AT 80 MPH
OR LESS, GO TO 3.
MORE THAN 80 MPH, GO TO 36.

20 YOUR MISSILE SPEEDS TOWARDS ITS TARGET... IF YOU HAVE REDUCED VOLGO'S ARMOUR RATING TO 11 OR LESS, GO TO 47. IF IT'S MORE THAN 11, GO TO 35.

21 BEFORE HE CAN REACH YOU, YOU REMOVE HIS NEURO-CONTROL UNIT.

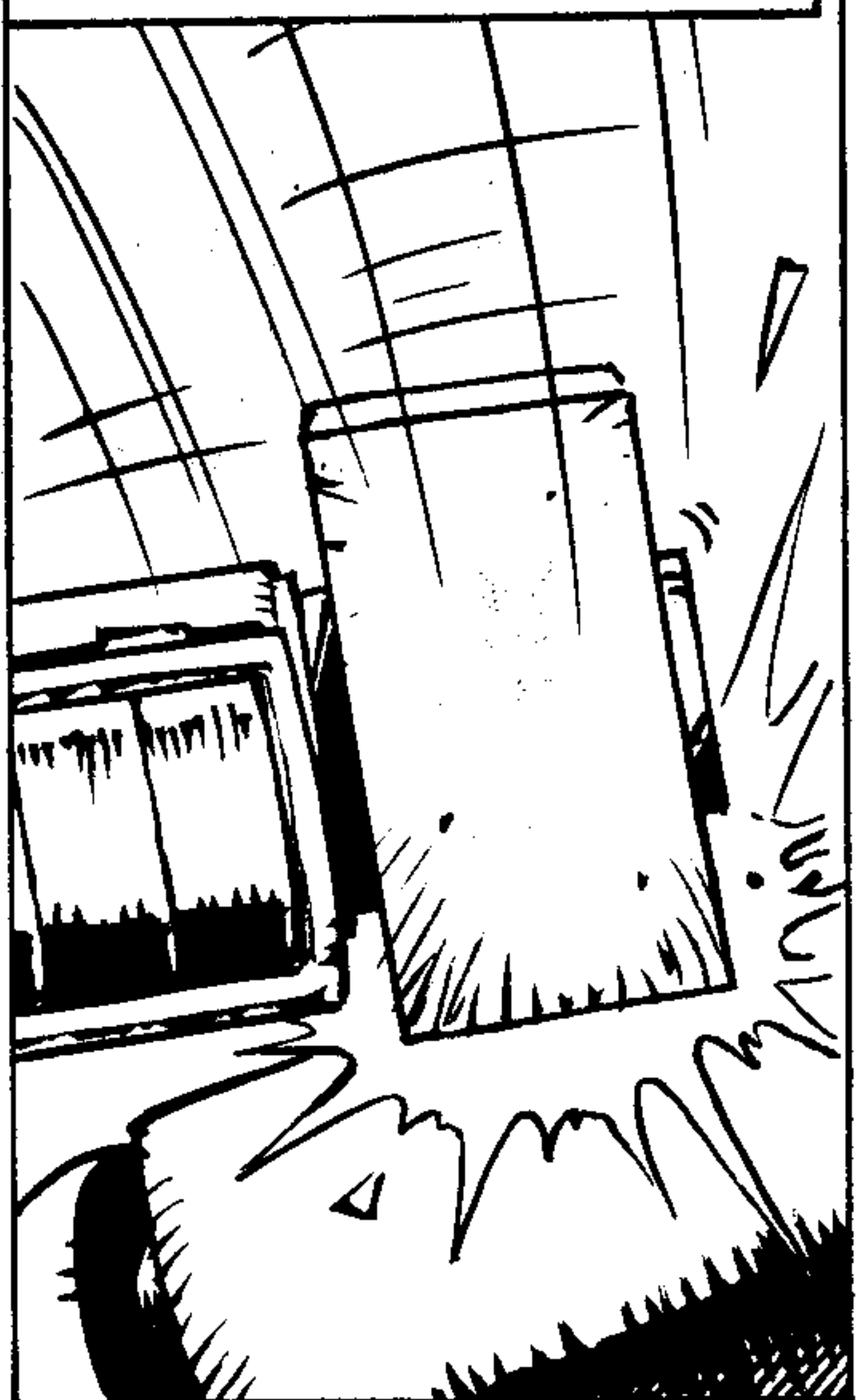
GO TO 6.

22

YOU SWING ROUND,
AND OPEN FIRE...

IF YOU'RE TRAVELLING AT 70 MPH
OR MORE HERE, GO TO 50.
LESS THAN 70 MPH, GO TO 49.

23 YOUR BLOWS HAVE NO EFFECT AGAINST THE MIGHTY VOLGO. HE TIGHTENS HIS GRIP. GO TO 45.

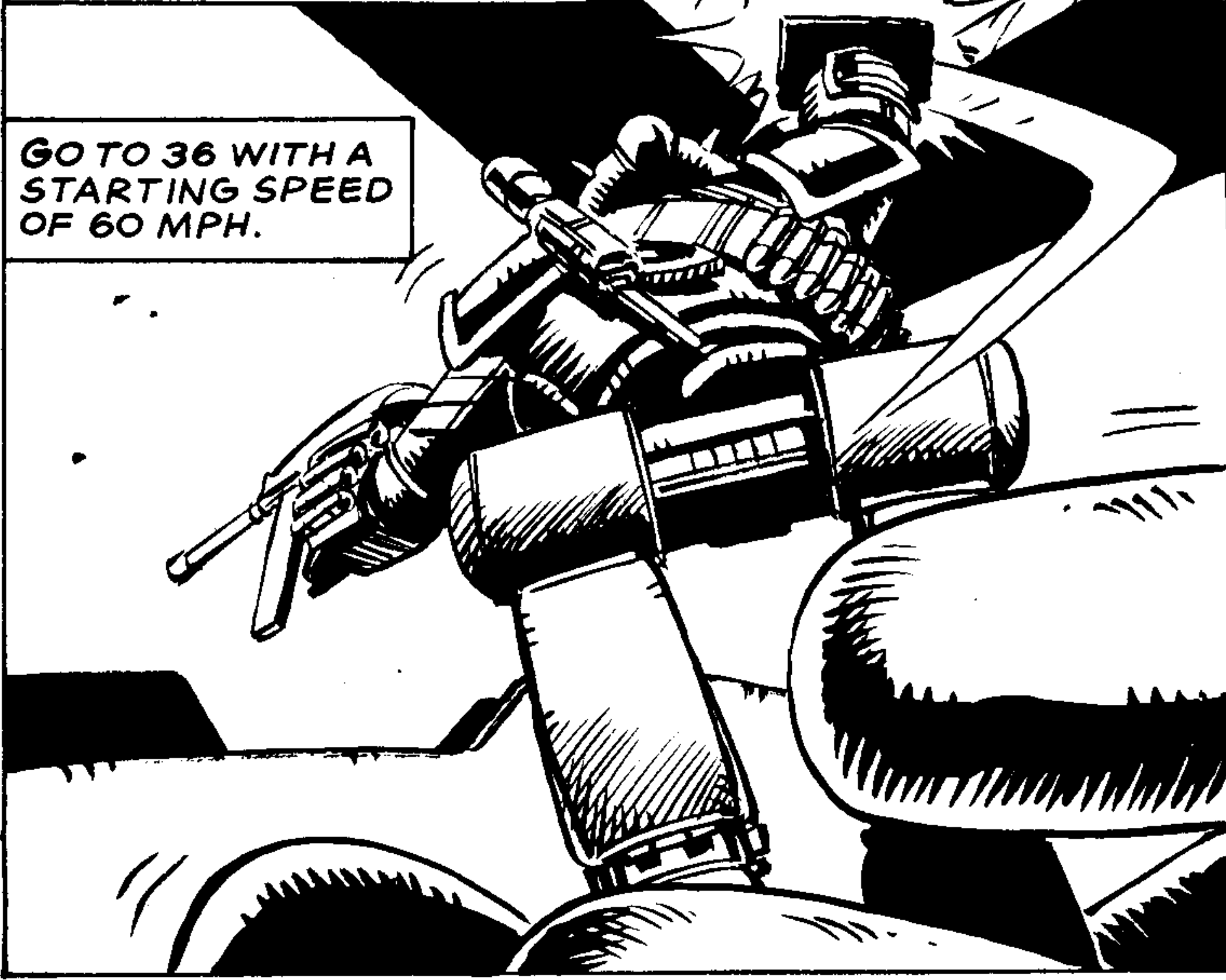


24 POWER POURS FROM YOUR THRUSTERS, BUT NOT ENOUGH TO ESCAPE. VOLGO TIGHTENS HIS GRIP. GO TO 45.



25 YOU LASH OUT AND THE SHOCK CAUSES VOLGO TO OPEN HIS FIST. YOU BREAK FREE...

GO TO 36 WITH A STARTING SPEED OF 60 MPH.



26 YOU FIRE YOUR MINI-NUKE... GO TO 20.



27 HE CLOSES IN FOR THE KILL...

DIE, ABC WARRIOR!

28 HE TRIES TO TEAR YOU APART. LOSE 1 ARMOUR POINT.



WILL YOU... HIT HIS NEURO-CONTROL UNIT WITH YOUR WAR-HAMMER? GO TO 34. OR KICK HIS POWER SOURCE WITH YOUR RIGHT PEDD? GO TO 48.

29 SUDDENLY A VOLGAN "SKY-STALLION" BATTLE CHOPPER ATTACKS YOU.

✓ ATTACK

(YOU LOSE 1 ARMOUR POINT IF IT HITS YOU).

30 VOLGO AND THE SKY-STALLION FIRE SIMULTANEOUSLY.

✓ ATTACK

✓ ATTACK

(ROLL TWICE FOR THE VOLGANS).

31 YOU ZIG-ZAG AWAY WITH THE CHOPPER IN HOT PURSUIT...

✓ ATTACK

WILL YOU TURN AND TAKE OUT THE CHOPPER? GO TO 22. OR TRY AND LURE IT INTO HITTING VOLGO? GO TO 7.

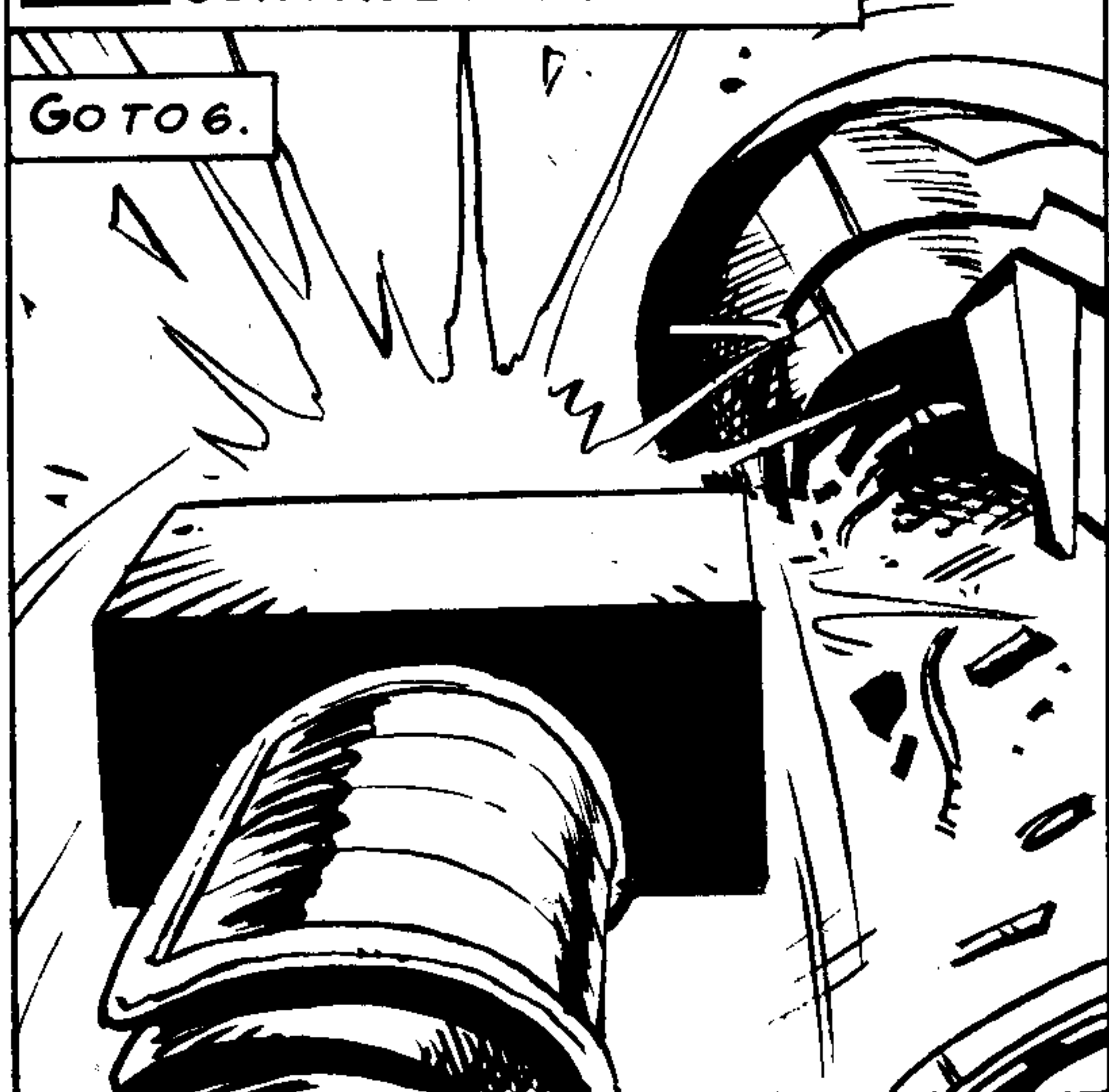
32 YOUR VISION CLEARS AND YOU SEE YOUR MINI-NUKE HEADING STRAIGHT FOR VOLGO. GO TO 20.

33 YOU LOOK BACK AND SEE THE CHOPPER NARROWLY AVOIDING VOLGO. GO TO 22.

BUDDA
BUDDA
BUDDA
BUDDA

34 YOU REMOVE HIS NEURO-CONTROL UNIT.

GO TO 6.



35 YOU FIRED PREMATURELY. THE NUKE EXPLODES — BUT FAILS TO PENETRATE VOLGO'S ARMOUR.

YOU ARE DESTROYED IN THE BLAST, BUT FIRST...YOU FEEL AN AGONISING PAIN RUNNING THROUGH YOUR CIRCUITS. THIS IS A PUNISHMENT PROGRAM BY YOUR HUMAN MASTERS FOR FAILING IN YOUR MISSION.

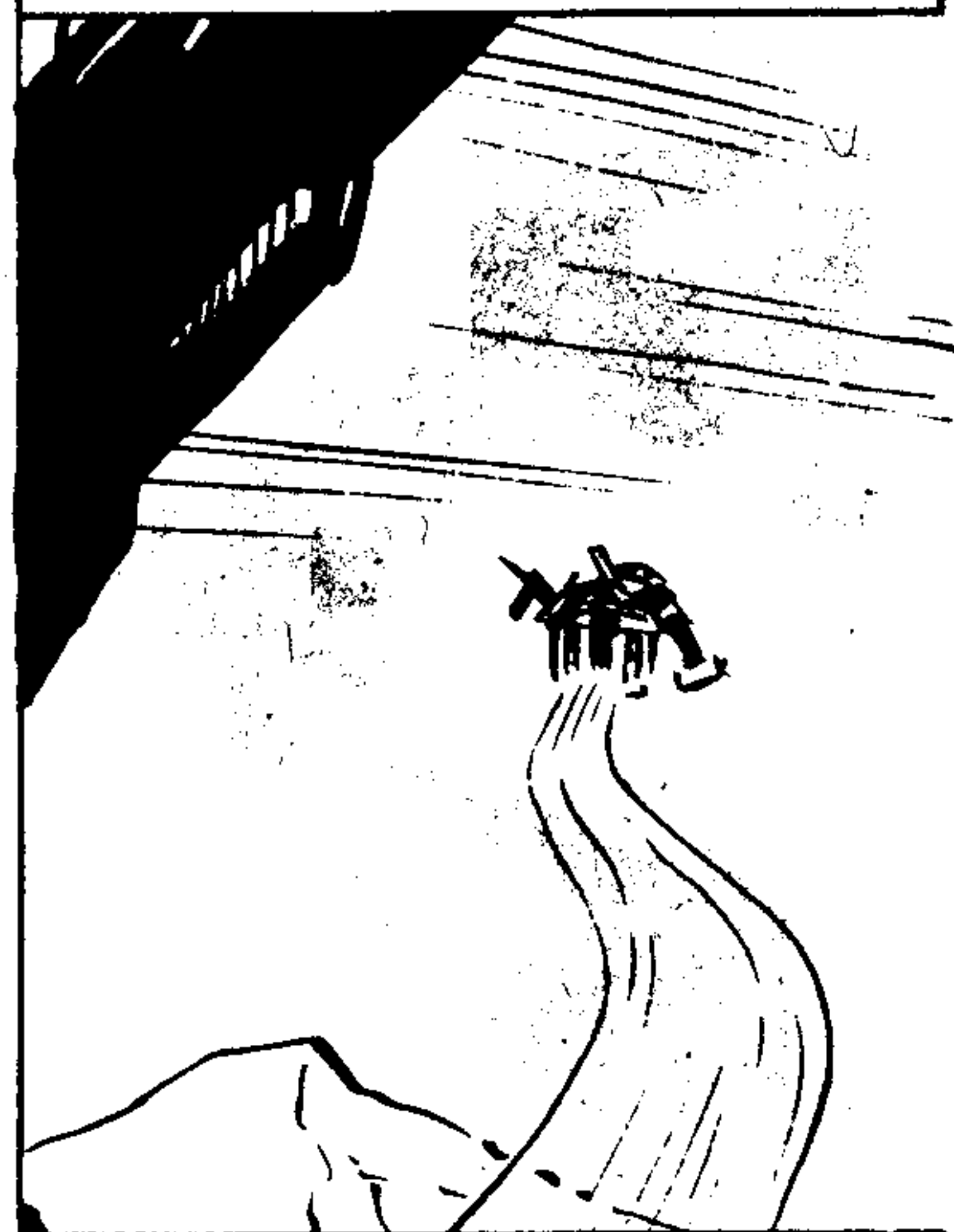
NOW THE WORLD IS AT THE MERCY OF VOLGO... AND MERCY IS ONE OF THE MANY WORDS HE DOESN'T UNDERSTAND.

GAME OVER.



36 YOU ESCAPE, QUICKLY ACCELERATING OUT OF DANGER. WILL YOU... ATTACK AGAIN WITH YOUR MG? GO TO 5.

OR FIRE YOUR MINI-NUKE? GO TO 26. BUT, BEFORE YOU DO, REMEMBER VOLGO'S ARMOUR RATING MUST BE LOW ENOUGH FOR IT TO PENETRATE. HOW LOW, YOU MUST DECIDE...AND YOU ONLY HAVE ONE NUKE...



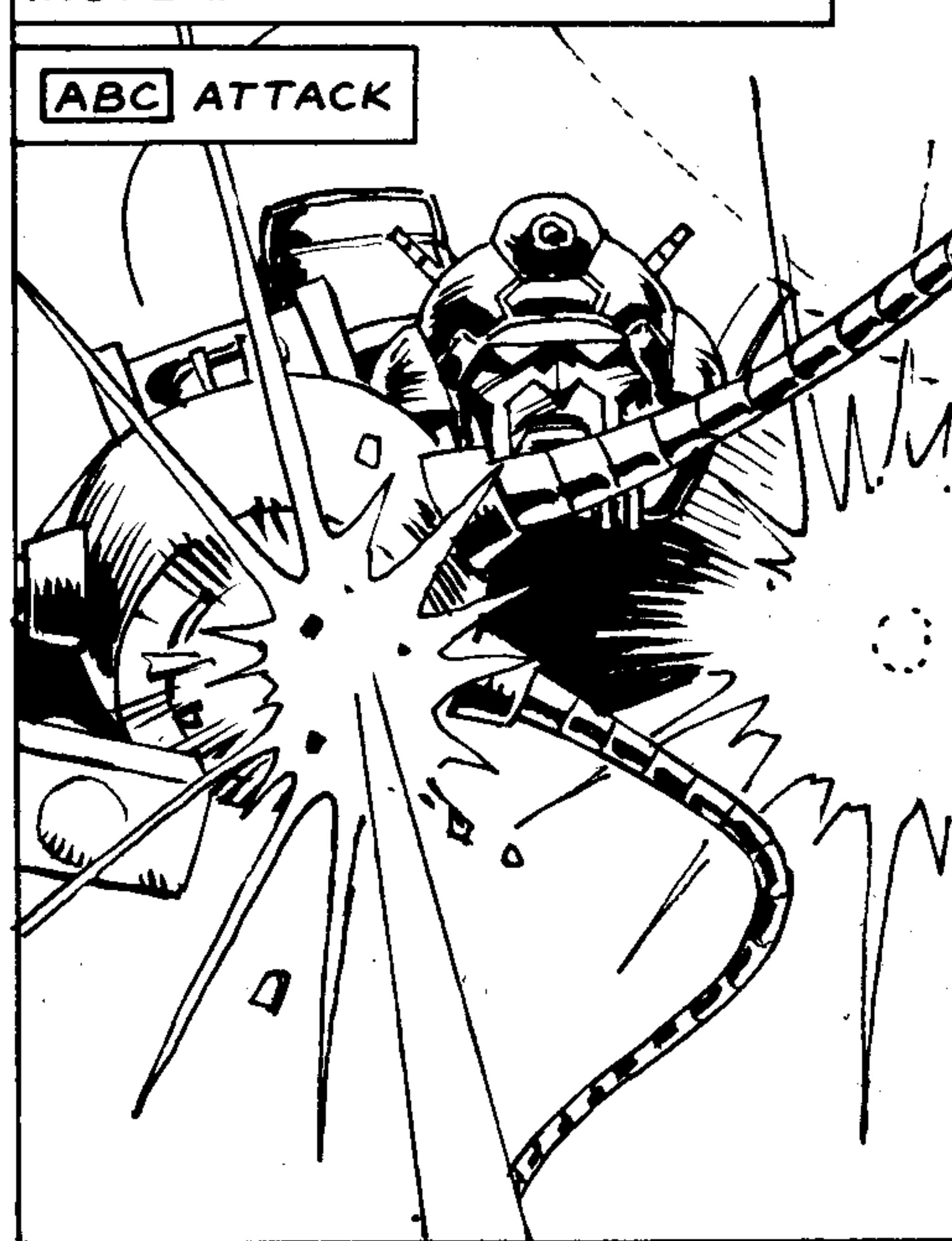
IMPORTANT YOU CAN FIRE YOUR NUKE FROM NOW ON, BY GOING TO NUMBER 26 AT ANY PRACTICAL TIME — SO MAKE A NOTE OF IT ON YOUR SCORE SHEET.

37 YOU GRAB HOLD OF THE SERVO-ROBOT AND DECIDE TO USE IT AS A BODY-SHIELD AS YOU ATTACK VOLGO.



38 YOU ROAR TOWARDS THE GIANT ROBOT...HIS RAYS HITTING THE SERVO-ROBOT INSTEAD.

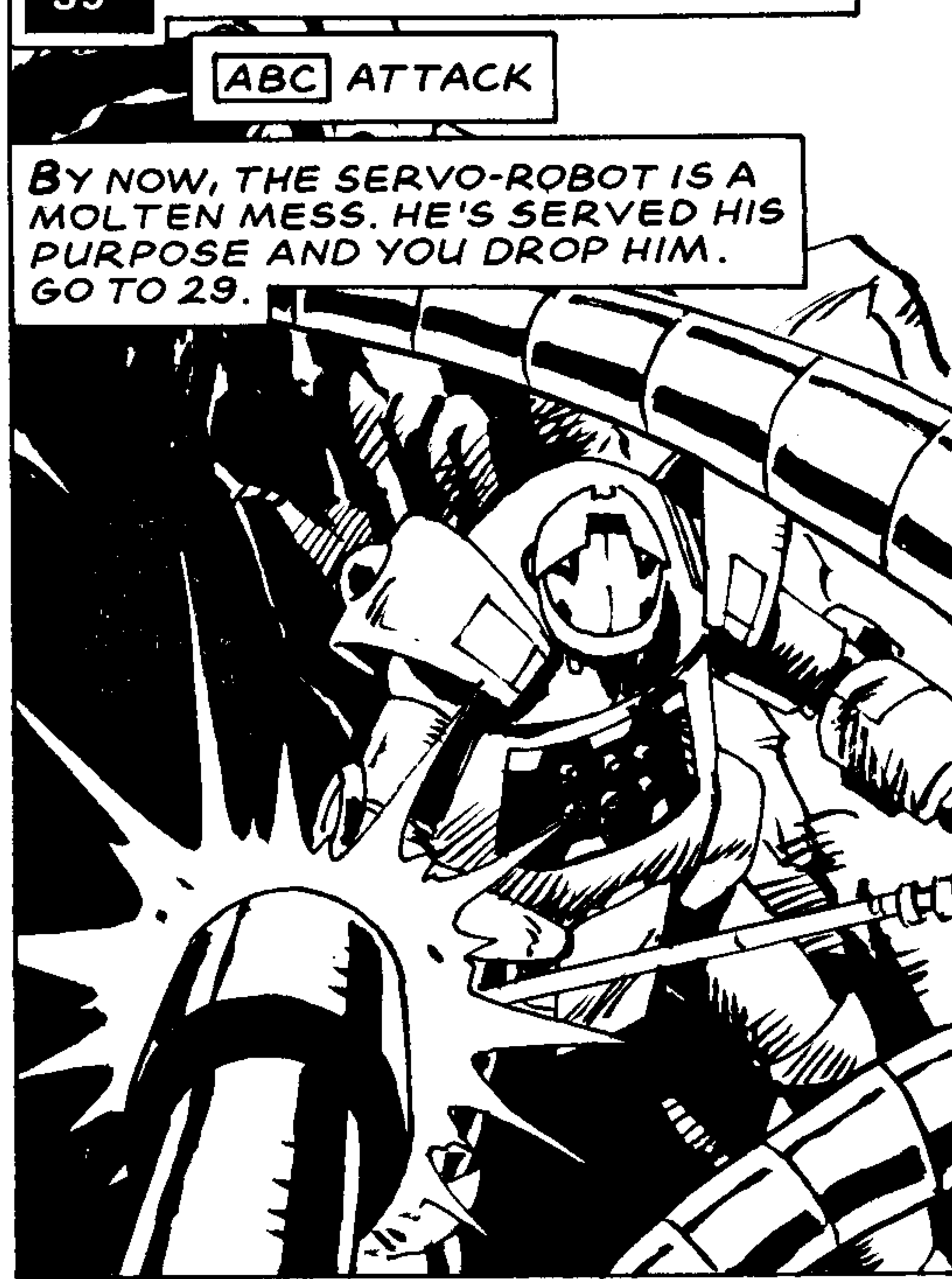
ABC ATTACK



39 YOU GET IN A SECOND BURST.

ABC ATTACK

BY NOW, THE SERVO-ROBOT IS A MOLTEN MESS. HE'S SERVED HIS PURPOSE AND YOU DROP HIM. GO TO 29.



40 THE CHOPPER IS UNABLE TO CLIMB IN TIME AND SMASHES INTO VOLGO. DEDUCT 5 POINTS FROM VOLGO'S ARMOUR RATING.

YOU ARE REWARDED WITH A SURGE OF POWER IN YOUR PLEASURE CIRCUITS, FOR YOU'RE PROGRAMMED TO ENJOY ACTION AND DESTRUCTION. GO TO 9.

41 THE BLOW HITS YOU RIGHT IN THE FACE...

42 ...DAMAGING YOUR OPTIC SENSORS. EVERYTHING STARTS TO BLUR...

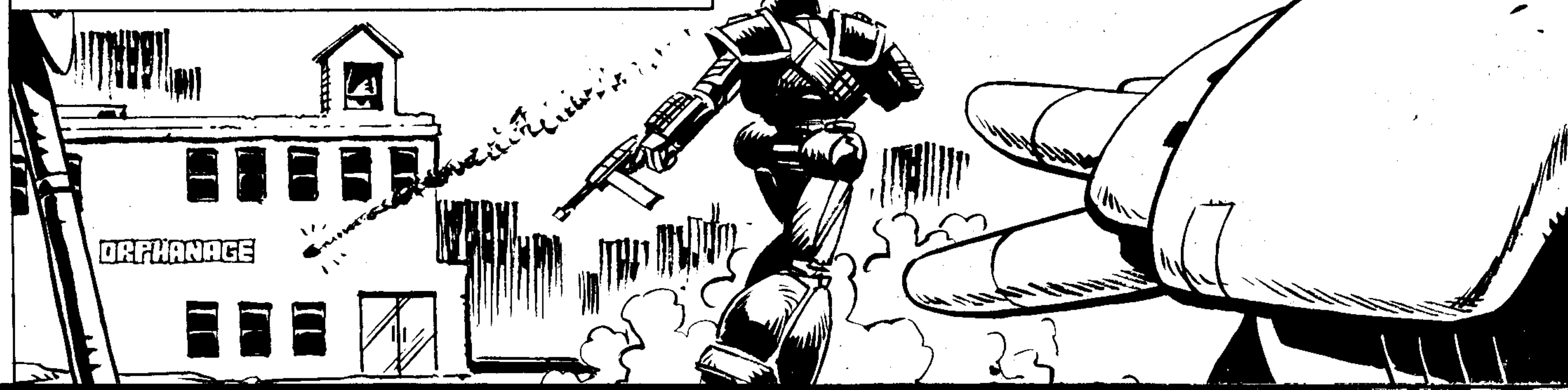
43 VOLGO'S FACE DISAPPEARS, ALTHOUGH HE CONTINUES TO ATTACK YOU...

Ⓥ ATTACK

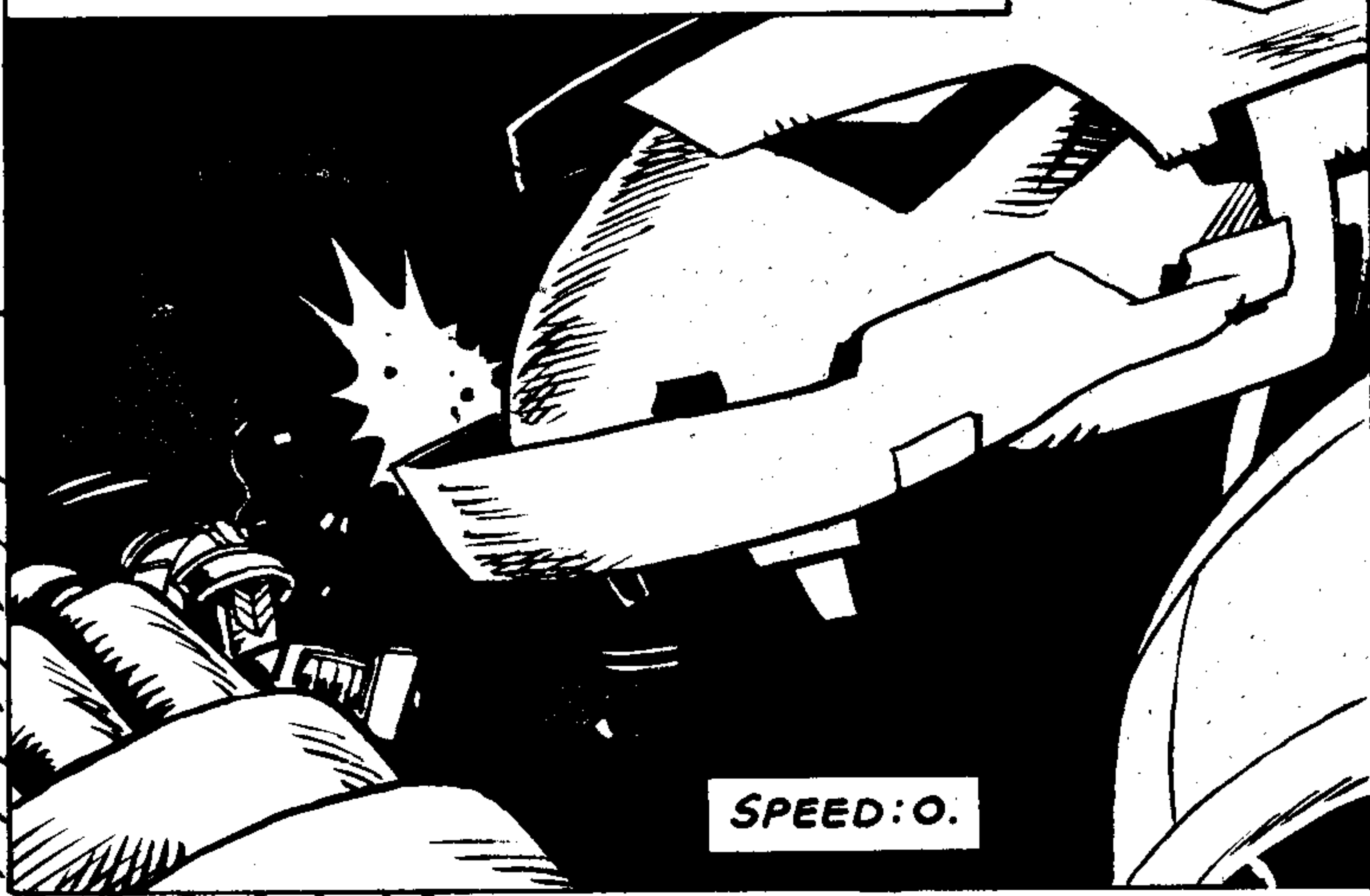
GO TO 10.

44 YOU FIRE YOUR MISSILE... THEN YOUR VISION CLEARS AND YOU REALISE YOU'VE MISSED. WORSE... IT'S HEADING STRAIGHT FOR THE ORPHANAGE!

YOU ARE SO SHOCKED, YOU DON'T SEE VOLGO'S HAND REACHING OUT TO GRAB YOU—UNTIL IT'S TOO LATE. GO TO 45.

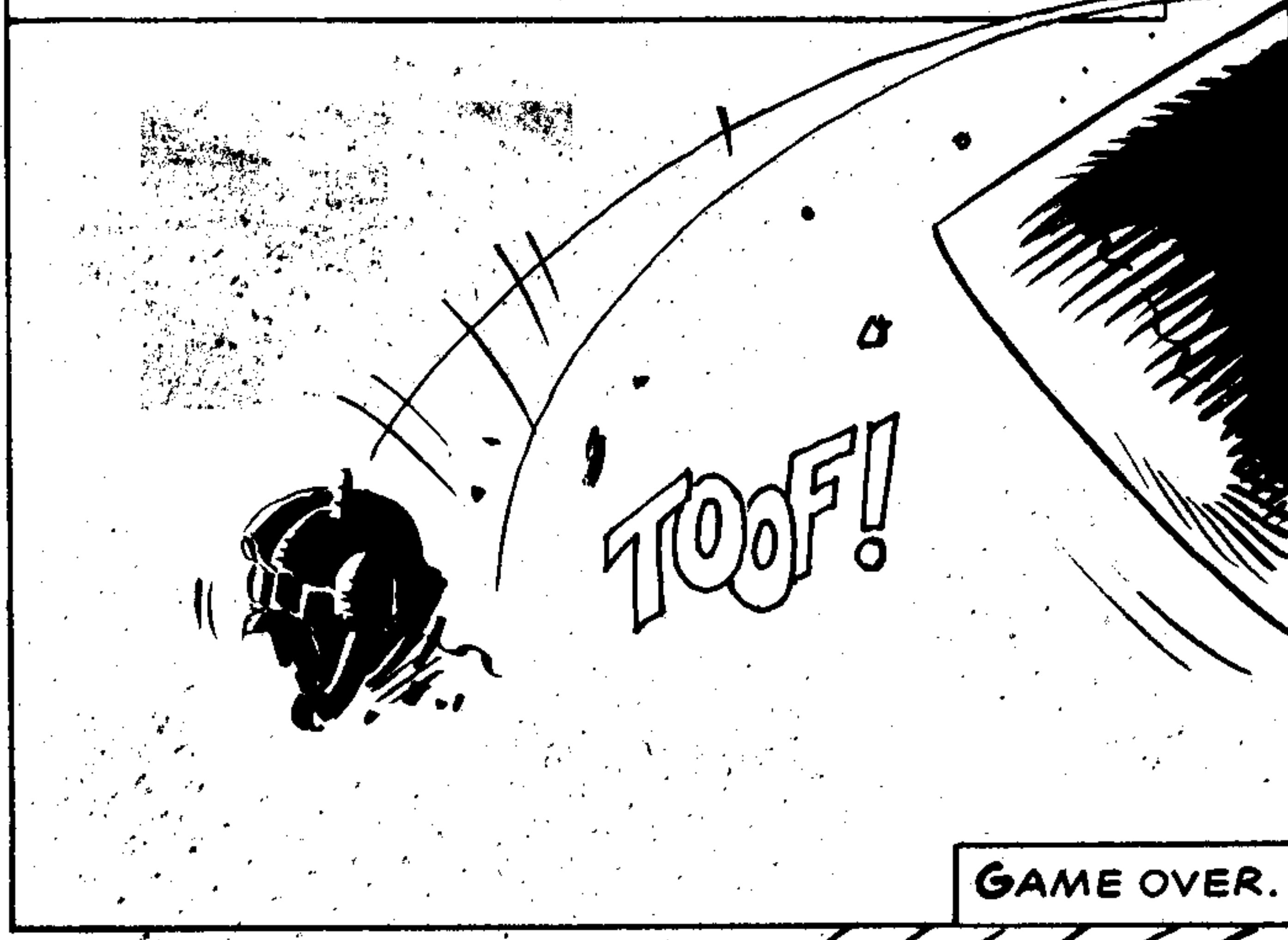


45 VOLGO REMOVES YOUR HEAD-UNIT WITH HIS INCISOR-GRINDERS.



SPEED: 0.

46 AS HE EJECTS IT, YOUR NEURO-CIRCUITS SHORT OUT. YOUR MISSION HAS FAILED.



GAME OVER.

47 THE WARHEAD PENETRATES... "NUKING" VOLGO... BLASTING HIM APART.

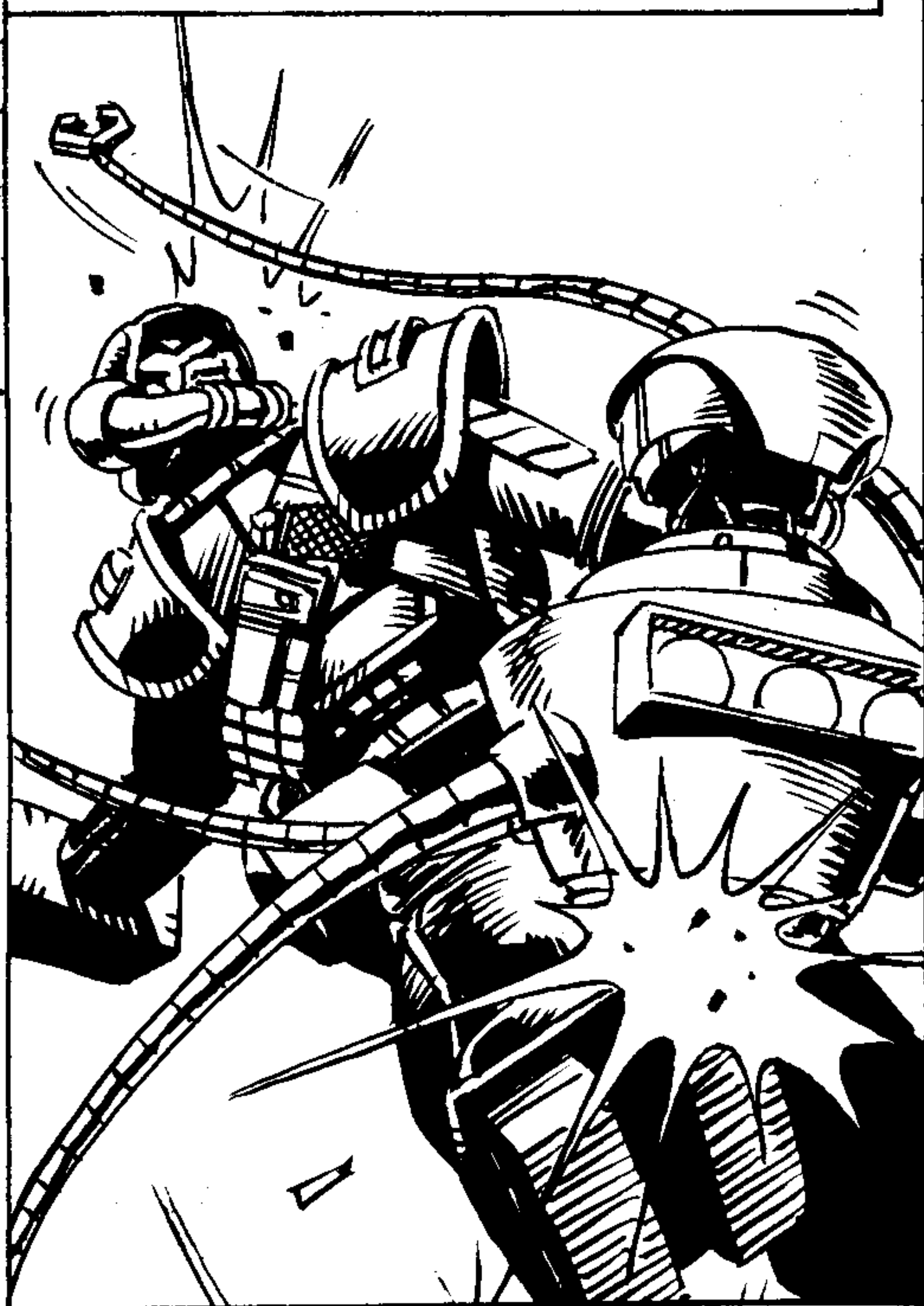
IF YOU'RE FLYING AT 70 MPH OR LESS HERE, YOU'RE CAUGHT IN THE BLAST AND REDUCED TO MOLTEN METAL. YOU DIE HAPPY KNOWING YOU'VE OBEYED YOUR PROGRAMMING.

KRIUMPP!

IF YOU'RE FLYING AT MORE THAN 70 MPH HERE, YOU ESCAPE. YOUR MISSION HAS BEEN A COMPLETE TRIUMPH. THE WORLD IS FREE FROM THE MENACE OF VOLGO... UNLESS, OF COURSE, THERE'S A VOLGO-2....

GAME OVER.

48 YOU APPLY YOUR RIGHT PEDO WITH LITTLE EFFECT. HE CAUSES YOU MORE DAMAGE. LOSE 1 ARMOUR POINT.



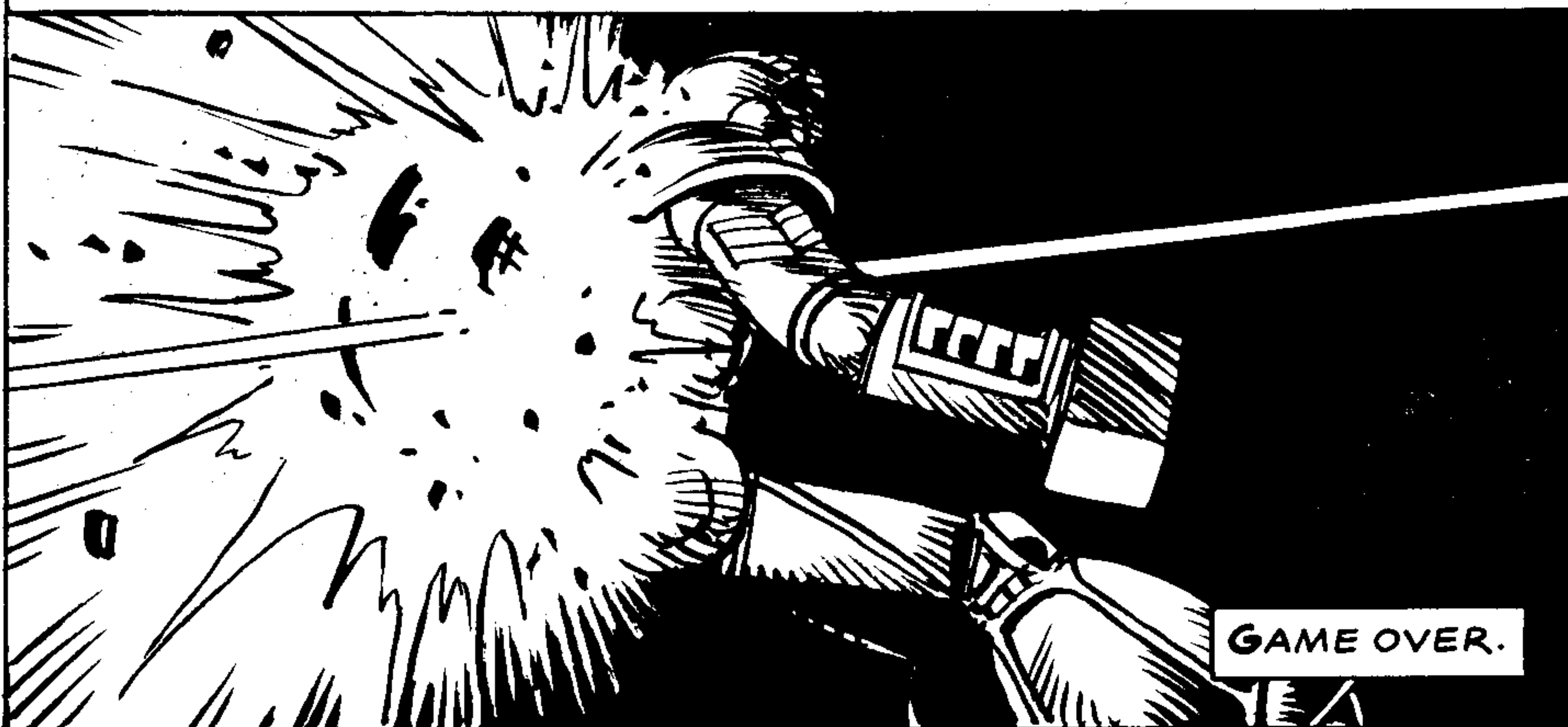
YOU NOW DECIDE TO HIT HIS NEURO-CONTROL UNIT. GO TO 34.

49 YOUR FIRE IS ACCURATE ENOUGH TO HIT... THE CHOPPER "BREWS UP"... GO TO 9.



AAAGGH!

50 YOUR FIRE IS INACCURATE. NEXT MOMENT, A BEAM FROM THE CHOPPER HITS YOU IN A VULNERABLE SPOT AND YOU EXPLODE.



GAME OVER.

YOU INDICATE THE 'SOUTHERN COMFORT' BATTLE WAGON
YOU'RE TAKING THEM BACK IN, AND TELL THEM WHAT MILLI-COM
TOLD YOU... **THE REASON** YOU AGREED TO DO THEIR DIRTY WORK...

HOW A **NORTHERN SNATCH SQUAD**
ARE ON THEIR WAY TO FIND THE FAMILY...
BECAUSE A CHILD BORN **NATURALLY**
ON NU-EARTH, ABLE TO BREATHE ITS
FOUL FUMES, IS UNIQUE, UNHEARD OF...
A SYMBOL OF HOPE TO EITHER SIDE
FIGHTING THE FOREVER WAR...
ALMOST A MESSIAH...

LISTEN, TROOPER... ME AND ROSE
ARE **CLONES**, JUST LIKE YOU...
BORN IN TEST-TUBES. WE DON'T
WANT OUR SON TO END UP IN ONE

PREVIEW PAGE

SUDDENLY **BAGMAN**
YELLS A WARNING...

ROGUE!
ABOVE YOU!

DOWN!

EVERYBODY GET DOWN!
DO WHAT I TELL YOU!
GET YOUR HEADS DOWN!

NOW
YOU'VE
GOT NO
CHOICE.
THEY'RE
HERE.

SO
LET'S
MOVE
OUT!

**ISSUE 3
ON SALE
JUNE 7**

AND YOU REALISE THE NORTS ARE GOING TO FIGHT YOU
EVERY STEP OF THE WAY. IT'S GOING TO BE A LONG,
HARD RIDE ACROSS THE PLANET WHERE LOVE IS
FORBIDDEN... A **KILLOTHON**!

You
are
the

DIE
MAN



MAYBE KURT HAD GROWN TIRED OF
RUNNING...
MAYBE HE WAS GROWING OLD...OR
MAYBE THOSE CREATURES FROM
ANOTHER WORLD FINALLY CAUGHT
UP WITH HIM...
EITHER WAY, WHEN HE DIED IN THAT
ALLEY WITH A TRIPLE-BLADED DAG
IN HIS BACK, NO-ONE SAW WHAT
HAPPENED, NO-ONE CAME TO HIS
AID...BECAUSE...

ART
GRAHAM MANLEY

STORY/GAME
PAT MILLS

LETTERING
MARK KING

IN THE BRONX, NO-ONE CAN HEAR YOU SCREAM!



YOU are Rick Fortune – the Diceman, investigator of strange events on a strange planet called Earth.

Your cases have taken you to remote and dangerous corners of the world where you have found many rare and precious treasures.

But none more precious than two stones you recently discovered...

THE DICE OF DESTINY

Two ordinary-looking stone dice that control the Forces of the Cosmos.

Created by the Master Masons of Atlantis, they are storehouses of astral power.

The dice do not predict the future – they change it.

Already you have used the dice and seen their terrifying powers in action.

And begun to fear them...

They are your treasure and your burden, your power and your curse.



Your latest case began one grey morning in New York in the early 1930s...

At the funeral of Karl Gard, Private Eye...

Murdered by person or persons unknown.

Karl had known someone was out to kill him.

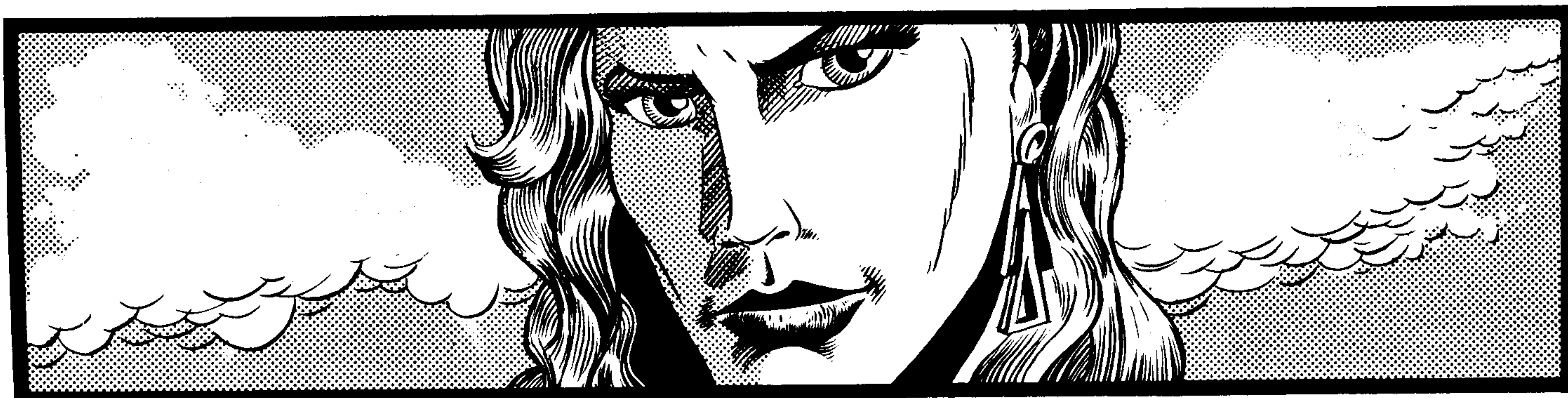
He was on his way to the bus station to get a ticket out of town when they struck.

Instead he'd got a toe-ticket in the city morgue.

Karl's daughter wanted you to find his murderers.

Her name was Joyous Gard.

That day she was about as joyous as a rattlesnake.



She was a partner in her father's firm, where her deadly accuracy with a revolver earned her another name.

'Killjoy'.

You were flattered she'd come to you for help.

That changed when she opened her mouth.

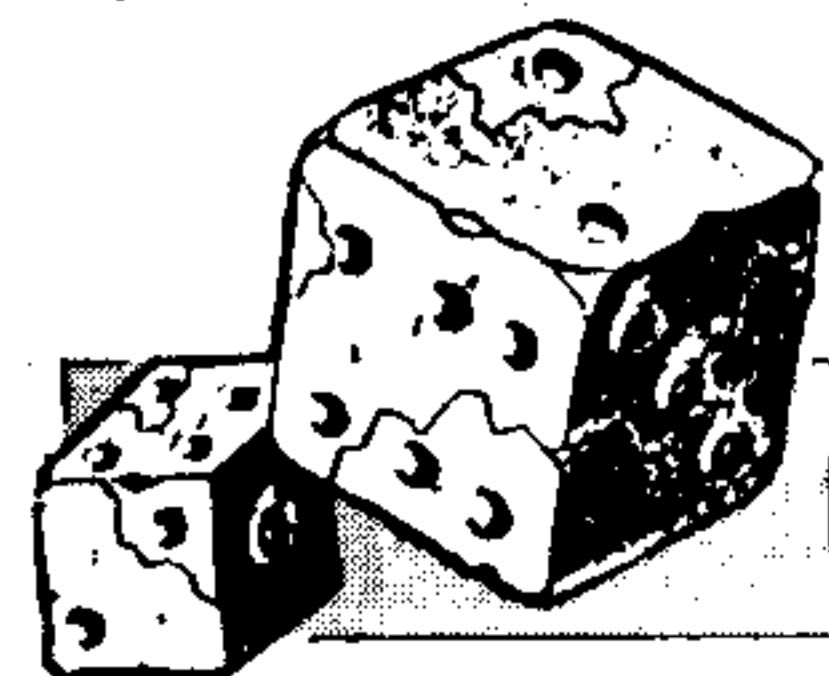
"I disapprove of people like you, Mr. Fortune, who meddle in magic and the twilight world.

"I believe there are some things better left alone..."

"Maybe if my father had realised that he'd still be alive today.

"He was a member of a secret society which communicated with creatures beyond our world. Creatures you'd understand better than I..."

"Does my case interest you, Mr. Fortune?"



If you're interested and want to take Killjoy's case, turn over.



Killjoy smiles coldly when you accept the case, and continues...

Her father had been a member of the 'Secret Tribunal' – a modern order of German Knights.

He'd believed it stood for the knightly virtues of chivalry, honour and loyalty.

He'd even named his daughter 'Joyous Gard' after Lancelot's castle.

Too late he discovered the true meaning of the society's secret ceremonies.

He'd tried to get away and had emigrated to America, where he began a new life.

But there was no escape from the Secret Tribunal.

He was declared 'Strick-Kind' – a Child of Death – and hunted down.

The triple-bladed dag in his back was the weapon they used on traitors.



Killjoy turns to you.
"You do believe my story, Mr. Fortune?"

With a wary eye on the black saloon following, you reply...

"It's so laughable, Miss Gard, I have to be serious about it..."

"... deadly serious!"

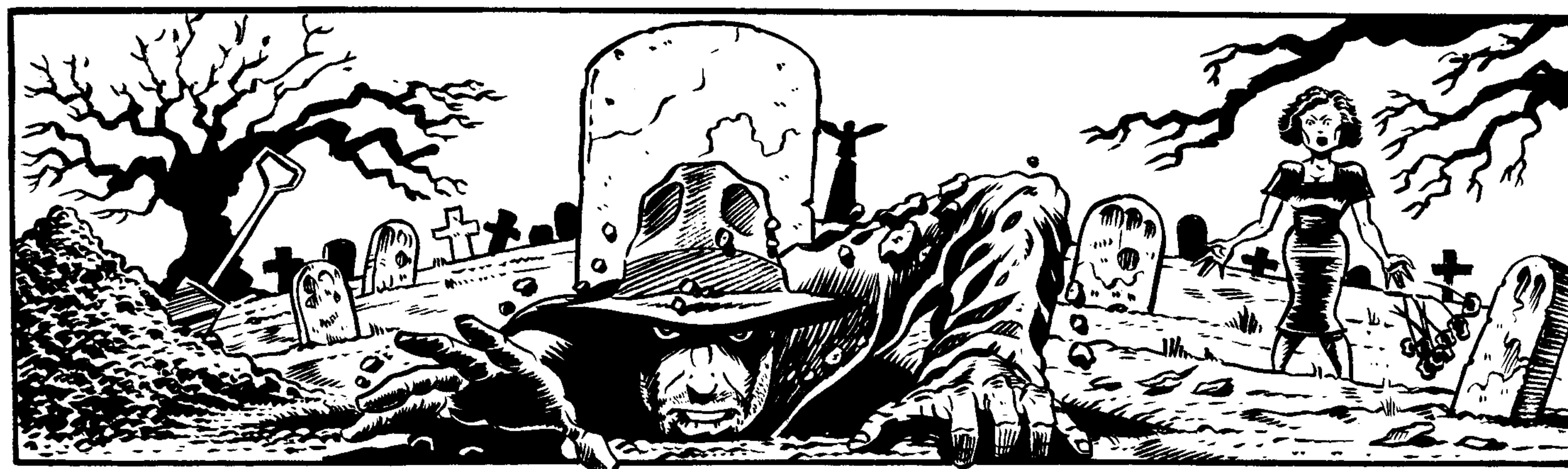
You push her to one side as the saloon hurtles forward, and out leaps a fuzzy-haired version of Quasimodo.

He makes a grab for Killjoy...

You stall 'Fuzzy Modo' with your right fist and discover his face is solid concrete.

Then Fuzzy grabs you by the throat and the two of you fall into an open grave.

You manage to get on top of him and start doing some cosmetic work on his features.



Up above, you hear a man screaming in pain as he tries to drag Killjoy into the car.

You guess she's living up to her nickname...

Then Fuzzy butts you with his cement head and the lights go out.

When you come round, you're surprised to find yourself lying in a grave.

You know there's a Depression on, but you're annoyed they couldn't even afford a coffin for you.

Then it all comes back, and you climb out...


...to discover Fuzzy, the saloon and Killjoy have gone.

Your investigation has begun. You will need the Dice of Destiny to help you rescue Killjoy and take on the Secret Tribunal.

But first, you must understand the strange powers of the stones...



DISCOVER THE DICE OF DESTINY



THE DICE OF DESTINY
The origins of the stones are shrouded in mystery, although they must date back to at least 1500BC when the modern die was first designed.

You also know they are Atlantean, for at night, hideous images of the Master Masons of Atlantis have haunted your dreams since the day you first possessed them.

You are still learning their secrets, but have found a way to partly control their awesome powers.

Below, taken from your notes, is a guide to what happens when the stones are rolled.

THE WEB

Distorts the Web of Time and Space. Sometimes creates illusions and confusion. Allows me to walk through shadows unseen. May give premonitions of danger... traps. Affects enemies - makes them slow... clumsy... Or does Time itself slow down?

THE KEY

Sharpens mental powers and increases my personal appeal. Under this "force", I have translated ancient documents with ease, cracked codes and detected traps... as well as playing a cool hand of poker. I am able to influence people... make them like me.



ROLLING THE DICE

It is now time for you to unleash the powers of the Dice of Destiny.

Roll one die once, and refer to your notes to discover the 'Force' you control on this adventure.

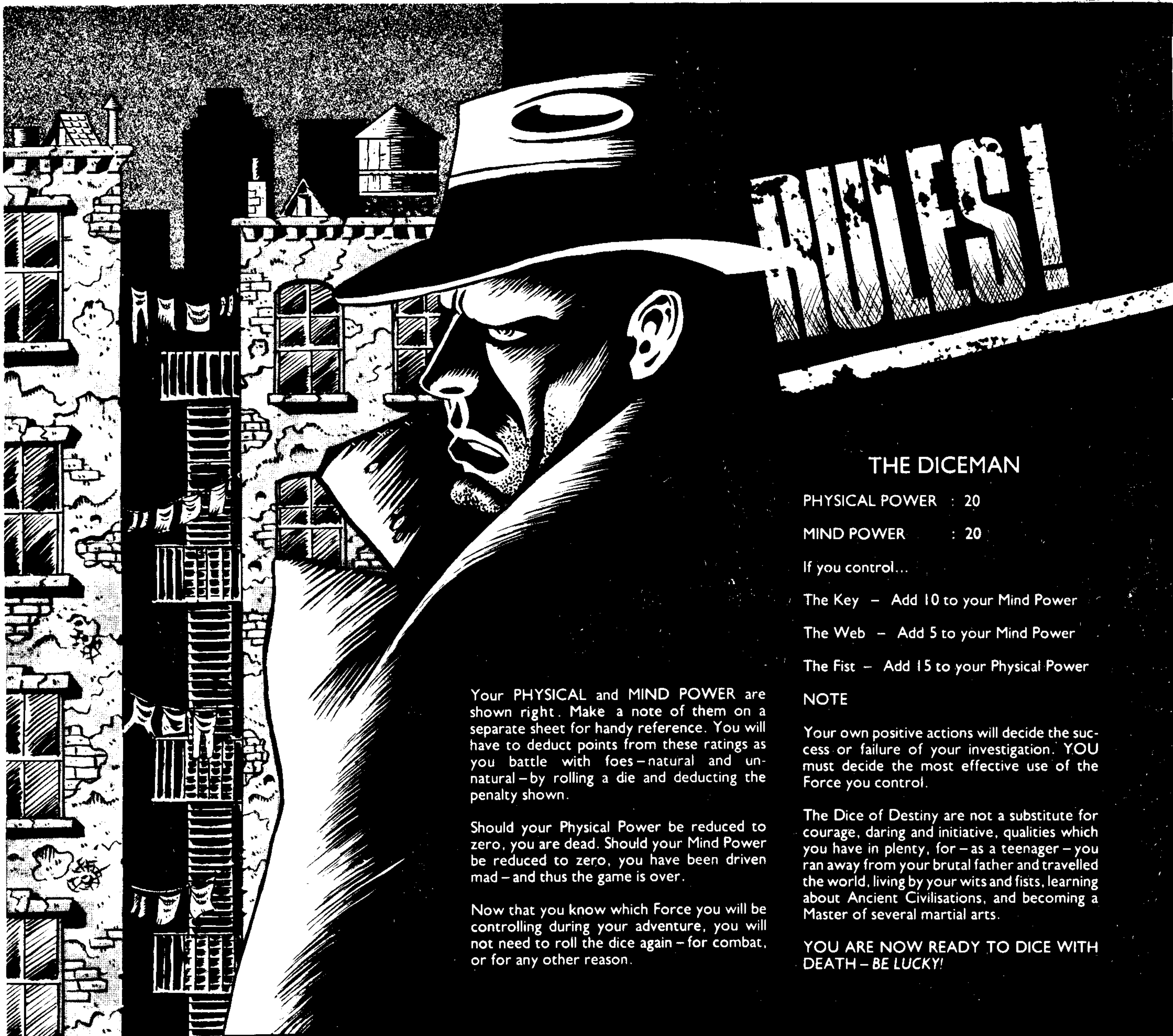
If you would prefer another Force, roll the second die. You must then accept the second Force indicated.

You cannot go back to your original choice. Only if you get a six on the second die may you roll again.

You dare not roll the dice anymore, because this would distort the future too much, with fatal consequences for you.

You have called on powerful forces and they will not be cheated. You have 'cast your lot' and must accept it.

Now go to the RULES PAGE opposite. The die numbers are now referred to by their Forces (e.g. 1: The Web)



THE DICEMAN

PHYSICAL POWER : 20

MIND POWER : 20

If you control...

The Key - Add 10 to your Mind Power

The Web - Add 5 to your Mind Power

The Fist - Add 15 to your Physical Power

NOTE

Your own positive actions will decide the success or failure of your investigation. YOU must decide the most effective use of the Force you control.

The Dice of Destiny are not a substitute for courage, daring and initiative, qualities which you have in plenty, for - as a teenager - you ran away from your brutal father and travelled the world, living by your wits and fists, learning about Ancient Civilisations, and becoming a Master of several martial arts.

YOU ARE NOW READY TO DICE WITH DEATH - BE LUCKY!

Your PHYSICAL and MIND POWER are shown right. Make a note of them on a separate sheet for handy reference. You will have to deduct points from these ratings as you battle with foes - natural and unnatural - by rolling a die and deducting the penalty shown.

Should your Physical Power be reduced to zero, you are dead. Should your Mind Power be reduced to zero, you have been driven mad - and thus the game is over.

Now that you know which Force you will be controlling during your adventure, you will not need to roll the dice again - for combat, or for any other reason.

1 YOU RECALL THE ADDRESS OF A GERMAN THAT KILLJOY FOUND ON HER FATHER... 15 OAK AVENUE. MAYBE THAT'S WHERE THEY'D TAKEN HER...

WHEN YOU ARRIVE, THERE ISN'T A TREE IN SIGHT, JUST A RUN-DOWN, BLEAK TENEMENT...

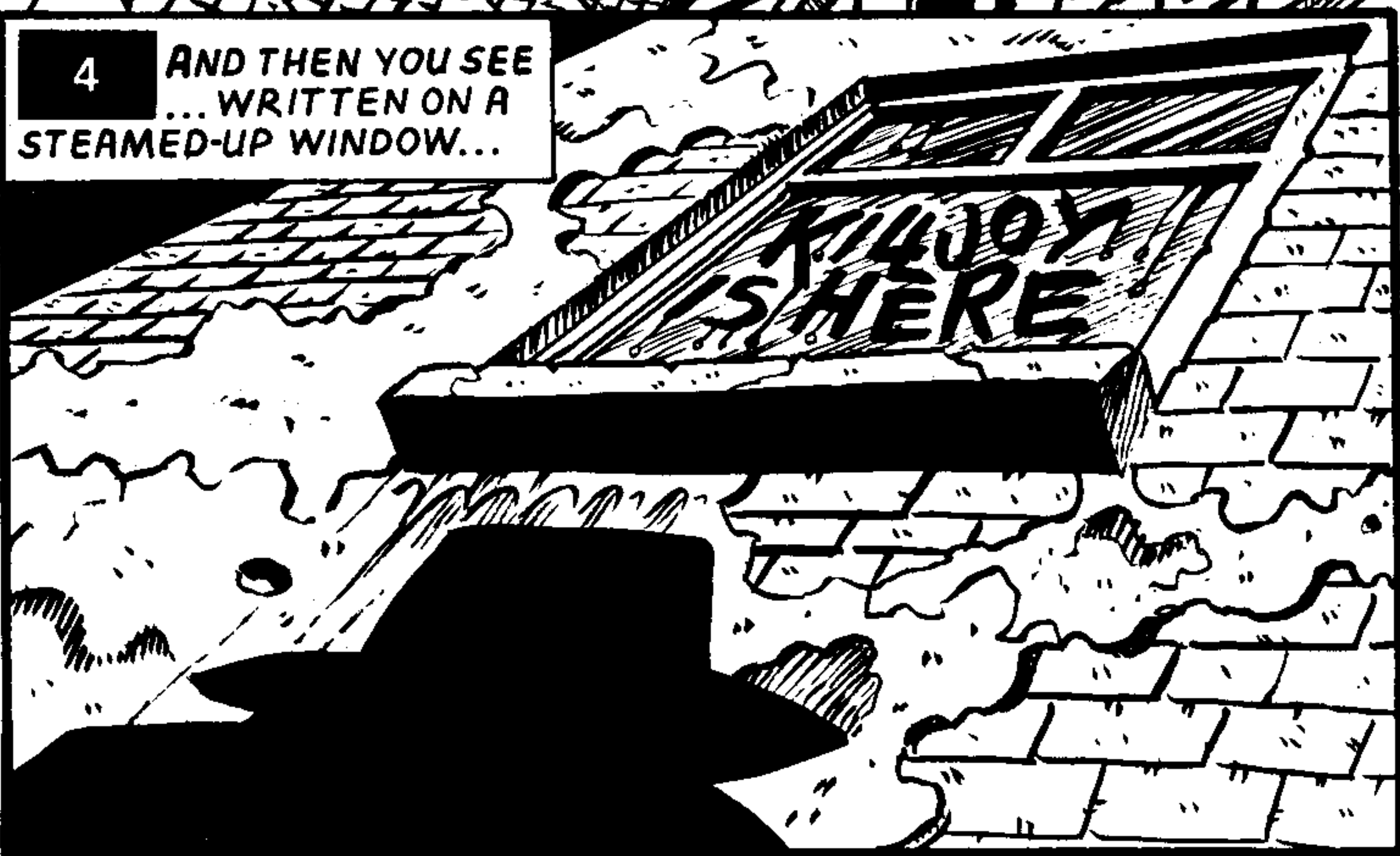
WILL YOU... ENTER BY THE FRONT DOOR USING YOUR SKILLS TO SLIP IN UNSEEN OR TALK YOUR WAY OUT OF TROUBLE? GO TO 101. OR USE THE FIRE ESCAPE? GO TO 2.

2 YOU WALK STEALTHILY UP THE SIDE OF THE BUILDING...



SAY DON'T YOU REMEMBER, THEY CALLED ME AL... SAY, DON'T YOU REMEMBER I'M YOUR PAL — BUDDY, CAN YOU SPARE A DIME?

4 AND THEN YOU SEE ... WRITTEN ON A STEAMED-UP WINDOW...



3 KARL HAD FEARED THE GERMAN AND REFERRED TO HIM AS THE RUNEGRAF — THE RUNEMASTER...



HEAD OF THE AMERICAN CHAPTER OF THE SECRET TRIBUNAL...

BUT WHAT DOES HE WANT WITH KILLJOY?

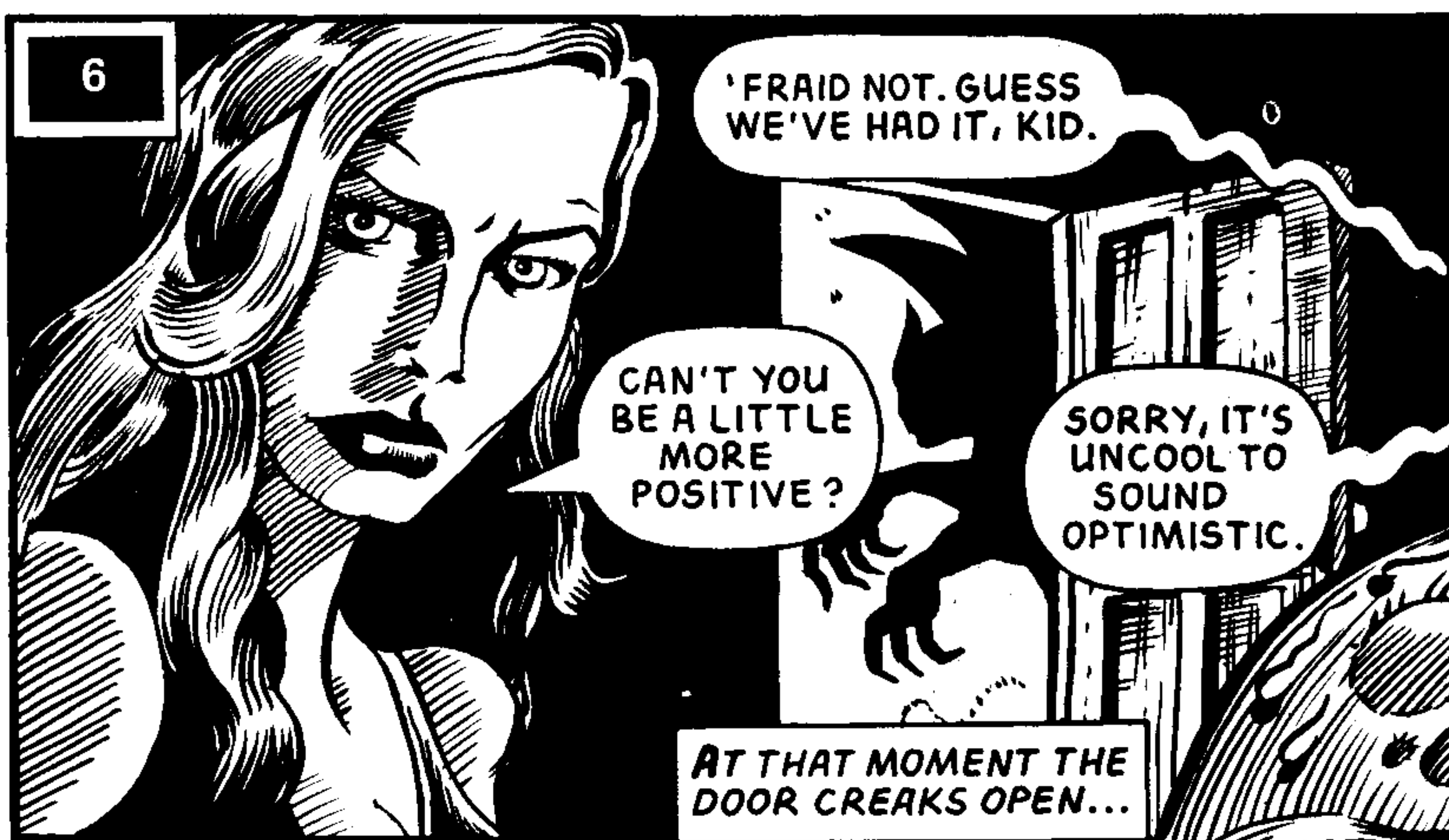
5 YOU MAKE FOR THE WINDOW, BUT AS YOU PASS THE APARTMENT BELOW...



Aaaggggh!

A BLOOD-CURLING SCREAM OF TERROR! WILL YOU INVESTIGATE? GO TO 25. OR IGNORE THE SCREAM AND CONTINUE? GO TO 11.

6



'FRAID NOT. GUESS WE'VE HAD IT, KID.

CAN'T YOU BE A LITTLE MORE POSITIVE?

SORRY, IT'S UNCOOL TO SOUND OPTIMISTIC.

AT THAT MOMENT THE DOOR CREAKS OPEN...

7 ...AND THE GRUESOME FIGURE OF THE RUNEMASTER — TRANSFORMED INTO A "MOTHMAN" — ENTERS...



HE LEAPS ON YOU AND YOU KNOW THAT, FOR YOU, THIS IS — THE END!

8 YOUR FLESH CREEPS AS YOU BEHOLD...A MOTHMAN!

AN ENEMY IT WOULD BE NO SHAME TO RUN FROM...AS IT WATCHES YOU, IT EMITS A STRANGE, WHISTLING SCREAM...

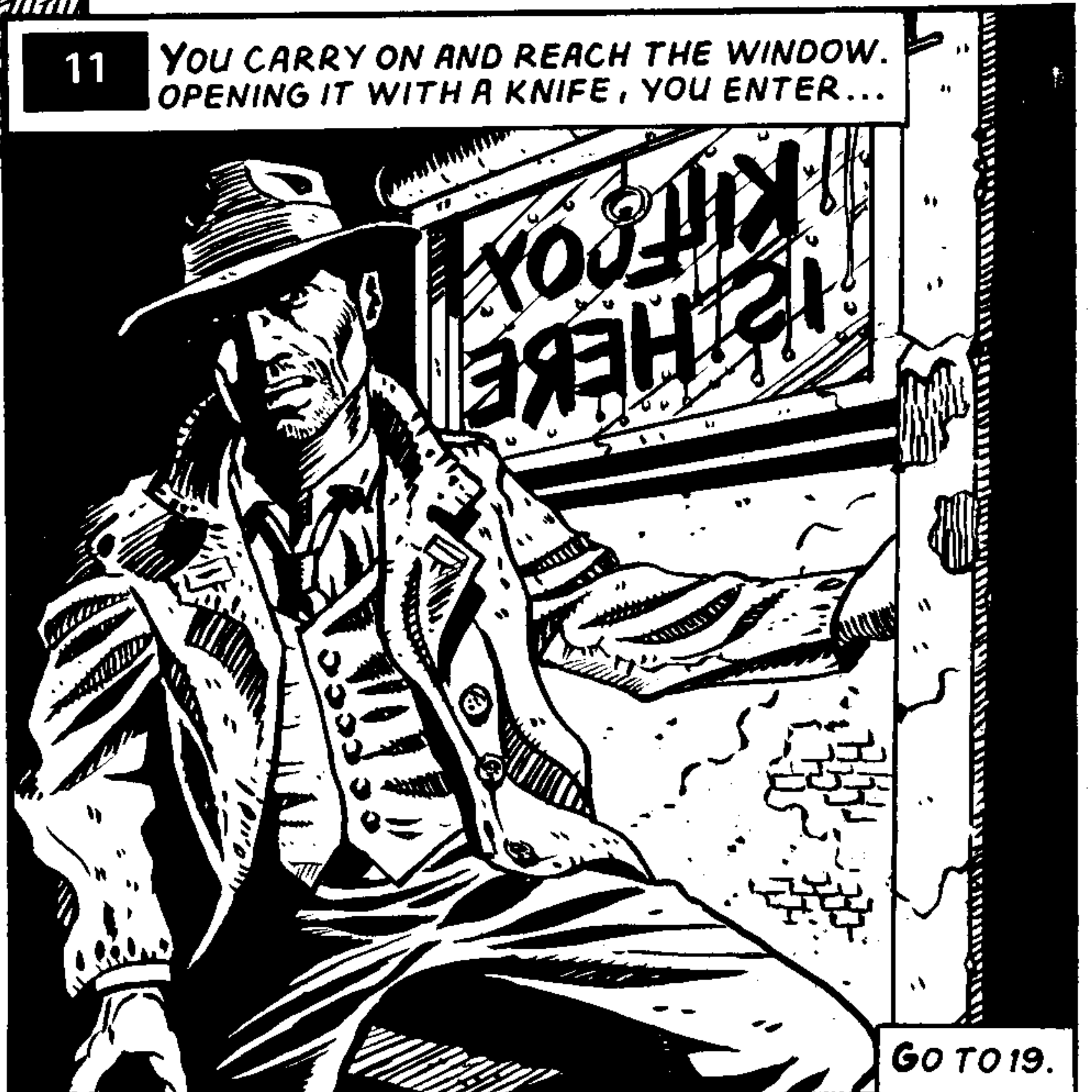


WILL YOU TRY AND ESCAPE...DOWN THE STAIRS? GO TO 68.
OR OUT THE WINDOW AND DOWN THE FIRE ESCAPE? GO TO 13.

9 YOU SLIP UNOBSERVED PAST HIM...



11 YOU CARRY ON AND REACH THE WINDOW. OPENING IT WITH A KNIFE, YOU ENTER...



GO TO 19.

10 YOU REACH THE TOP FLOOR AND OPEN THE GERMAN'S DOOR...



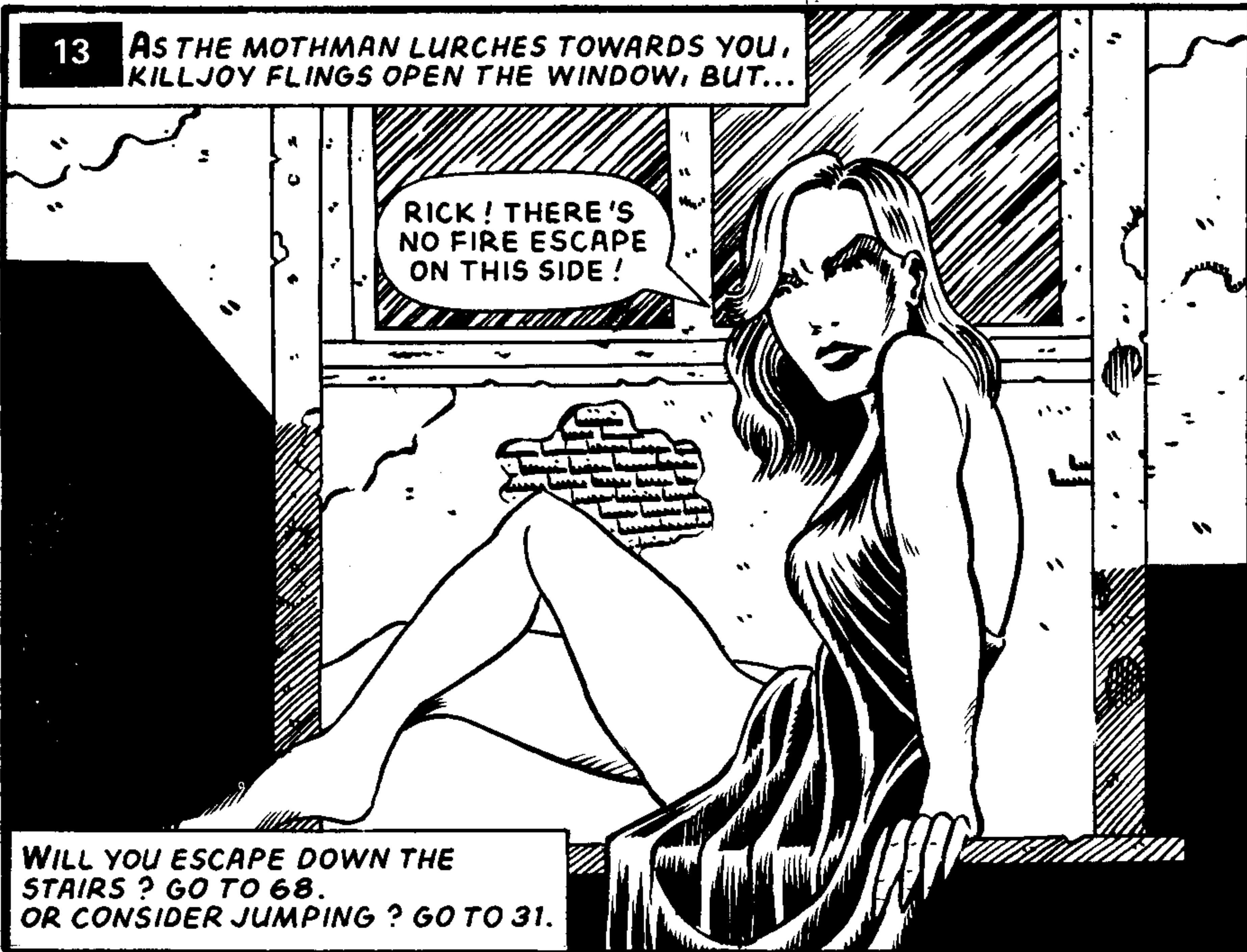
GO TO 21.

12 IF YOU CONTROL THE FIST, GO TO 50. OTHERWISE, THE LINE DOESN'T TAKE YOUR WEIGHT AND YOU PLUMMET TO YOUR DEATH.



THE END!

13 AS THE MOTHMAN LURCHES TOWARDS YOU, KILLJOY FLINGS OPEN THE WINDOW, BUT...



RICK! THERE'S NO FIRE ESCAPE ON THIS SIDE!

WILL YOU ESCAPE DOWN THE STAIRS? GO TO 68.
OR CONSIDER JUMPING? GO TO 31.

14 THE "SUPER" DRAWS CLOSER...



IF YOU HAVE THE WEB, GO TO 9.
IF YOU DO NOT, GO TO 44.

15



AND THE GIRL — WHERE DOES SHE FIT IN?

SHE IS STRONG WHERE HER FATHER WAS WEAK! WHEN I HAVE... TRANSFORMED... I WILL NEED FRESH BLOOD TO CREATE A NEW RACE ON THIS PLANET.

16



SHE IS TO BE MY BRIDE!

H'MM. HE'S NOT MUCH OF A LOOKER... MAYBE HE'S GOT A HANDSOME SKELETON.

17

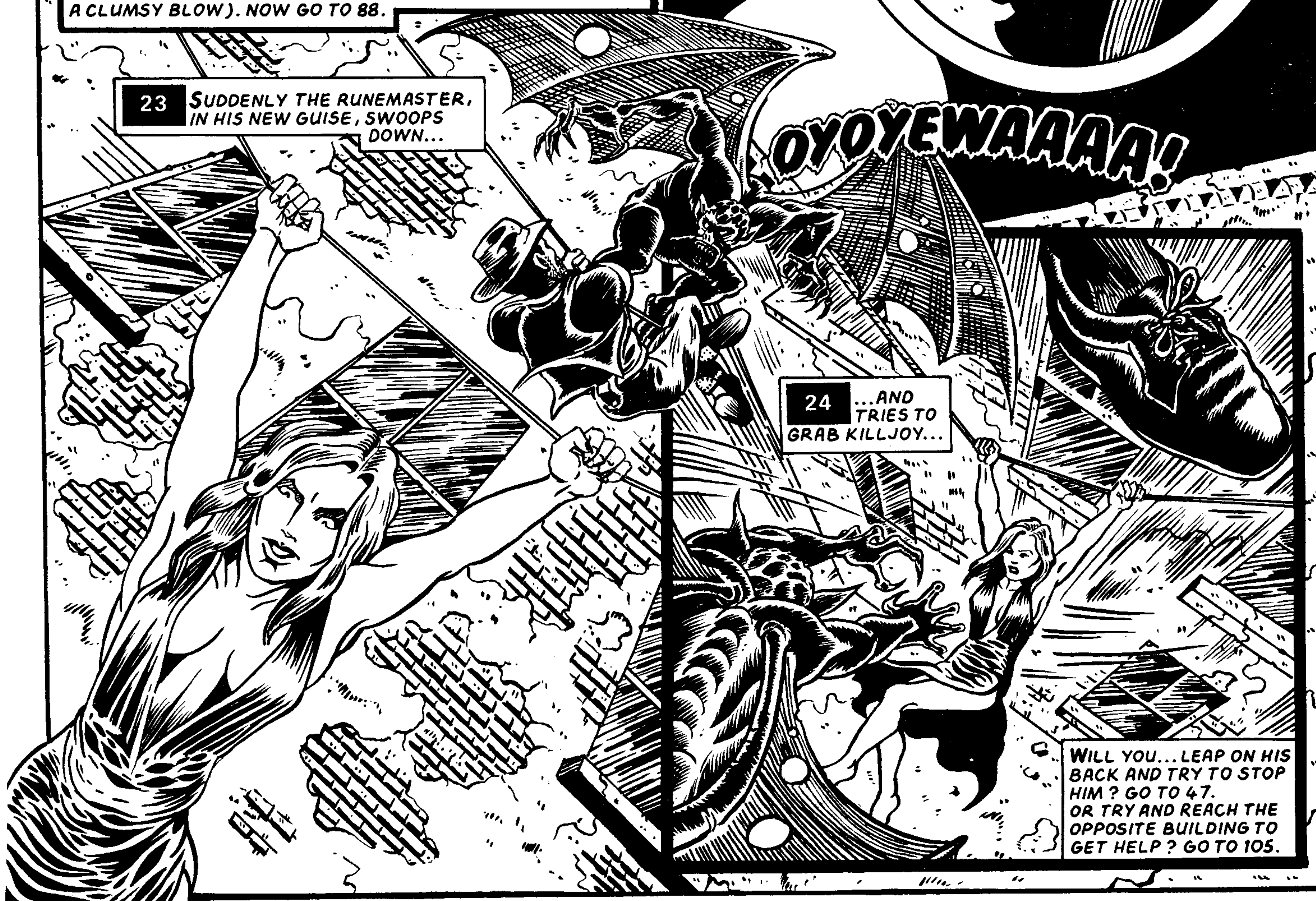
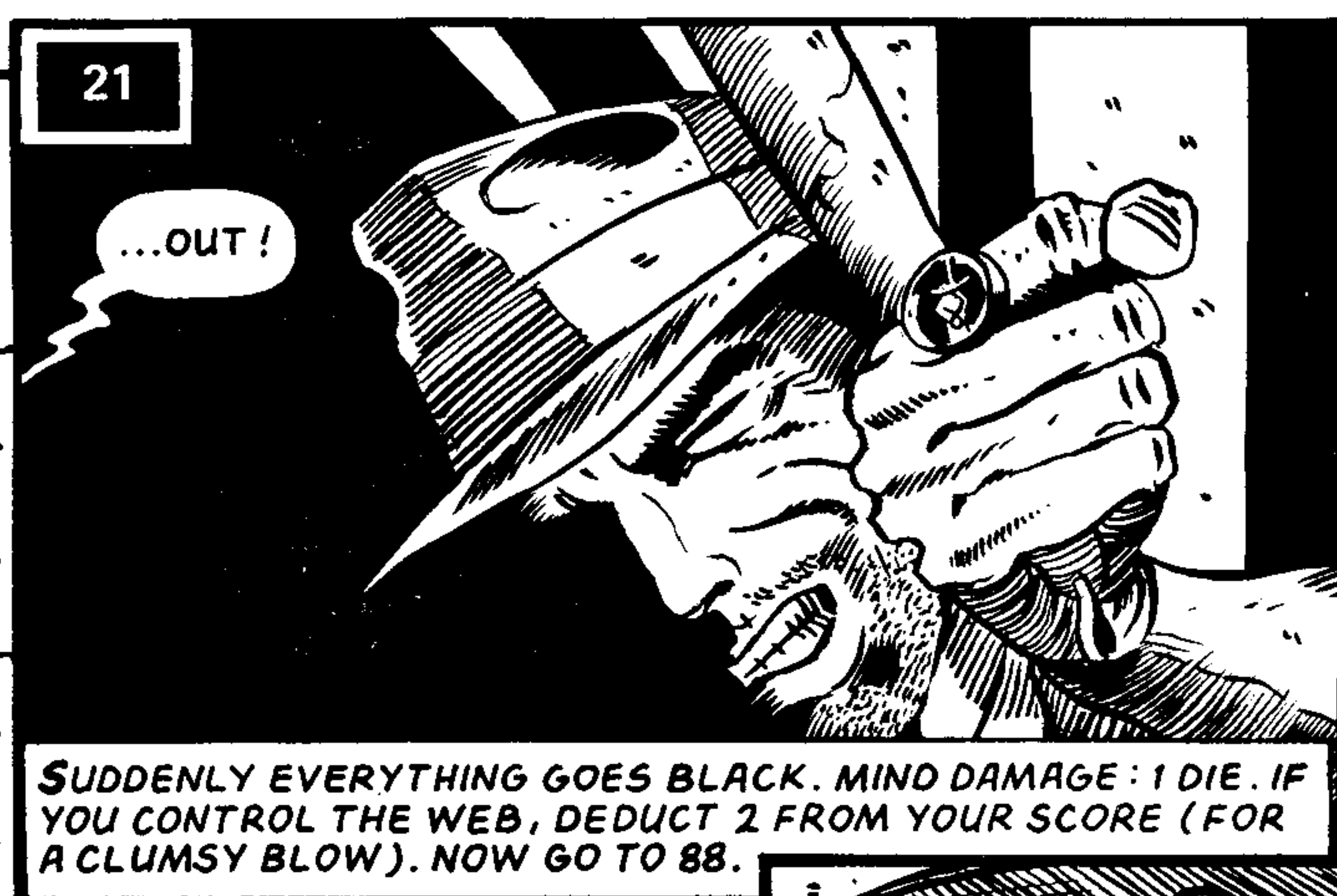


YOU WILL SEE, MR FORTUNE... YOU WILL SEE...

18 YOU STRUGGLE WITH YOUR BONDS, BUT THEY'VE BEEN TIED BY AN EXPERT.



IF YOU CONTROL THE GUARDIAN OR LIGHTNING, GO TO 75.
OTHERWISE, GO TO 29.



25 YOU BURST INTO THE APARTMENT...

IF YOU CONTROL THE FIST — NO DAMAGE. OTHERWISE, PHYSICAL DAMAGE: 1 DIE. MIND DAMAGE: 1 DIE (YOU HURT YOUR HEAD).

26 YOU DISCOVER A SCENE OF DOMESTIC BLISS.

YOU NO-GOOD BUM! GET A JOB!

THERE'S 15 MILLION UNEMPLOYED! I NEED A BREAK!

BUT FIRST YOU NEED A CRANE TO WINCH YOU OUT OF BED IN THE MORNING!

27 THEN THEY NOTICE...YOU!

WHAT'S THE BIG IDEA — BUSTIN' INTO OUR APARTMENT?

WE AIN'T GOT NO DOUGH, MISTER!

MY MISTAKE. I HEARD A SCREAM...

28 SHE ATTACKS YOU WITH A MEAT TENDERISER...

DON'T YOU KNOW NOTHIN'? IN THE BRONX NO-ONE HEARS YOU SCREAM!

IF YOU CONTROL... THE WEB — NO DAMAGE (SHE MISSES). THE KEY — NO DAMAGE (SHE RELENTS AND LETS YOU GO). OTHERWISE: MIND DAMAGE: 1 DIE. (SHE BEATS YOU OVER THE HEAD). NOW GO TO 11.

29

ANY LUCK?

30 AS YOU RAISE THE DAG, THE CREATURE — STILL JUST BARELY HUMAN — SCREECHES IN ALARM...

NEIN! THE RUNES OF POWER!

IF YOU BROKE INTO THE APARTMENT BELOW, OR WERE BEATEN UP BY THE RUNEMASTER, GO TO 43. OTHERWISE, GO TO 6.

IF YOU CONTROL THE GUARDIAN OR LIGHTNING, GO TO 82. IF YOU DO NOT, GO TO 69.

31 **YOU JOIN HER ON THE LEDGE...**

MAYBE WE CAN GRAB THOSE LINES...

WHAT? WE'LL BE KILLED FOR SURE!

WILL YOU JUMP (AND HOPE THEY'RE STRONG ENOUGH TO TAKE YOUR WEIGHT)? GO TO 74. OR ESCAPE DOWN THE STAIRS INSTEAD? GO TO 68.

32

IT'S TOO HARD FOR YOU TO REMEMBER! JUST SHOW ME THE WAY!

JAWOHL, OFFICER! I APOLOGISE FOR QUESTIONING YOUR ORDERS!

33 **AS YOU GO UP THE STAIRS, TENANTS COME OUT TO COMPLAIN...**

OH, MR GRUNWALD... I HEARD A STRANGE HOWLING AND RUMBLING COMING FROM THE BASEMENT LAST NIGHT...

PIPES...

34

AND WHEN I WAS DOWN THERE YESTERDAY, I SAW POOLS OF GREEN SLIME EVERYWHERE...

PIPES...

35

MR GRUNWALD, I'M SURE I SAW A... CREATURE... DOWN THERE.

IT HAD EYES LIKE BURNING COALS AND BLACK SCALEY SKIN...

36

PIPES!

37

IGNORE THESE MOANING MINNIES, OFFICER. ALWAYS THEY COMPLAIN! THEY NEED DISCIPLINE!

LIKE VE HAF IN GERMANY NOW HERR HITLER HAS COME TO POWER!

ALL YOUR LIFE YOU'VE DISLIKED PEOPLE IN AUTHORITY, BUT YOU RESIST THE TEMPTATION TO GIVE HIM A PUNCH. GO TO 10.

38

THE MACHINE STOPS. AS YOU TURN, YOU SEE KILLJOY ABOUT TO DEAL WITH THE RUNEMASTER...

NOW, YOU MURDERING ———! HERE'S YOUR WEDDING PRESENT!

39

ENJOY...

40

BULLETS CANNOT DESTROY ME NOW, FRAULEIN! I AM ABOUT TO BE REBORN AS...

ÜBERMENSCH!

41

I CAN HEAR MY FELLOW SUPERMEN NOW... COMING UP FROM THE BOWELS OF THE EARTH TO WELCOME ME!

THEY WILL SHOW ME ALL THE WONDERS OF THE UNIVERSE!

42

YOU WATCH, SHOCKED, AS THE PROFESSOR BURSTS OUT OF HIS COCOON...

I HAVE... TAKEN... THE NEXT GREAT... STEP IN... MAN'S EVOLUTION!

MIND DAMAGE: 2 DICE. THEN GO TO 8.

43

IF YOU BROKE INTO THE APARTMENT, YOU FIND A PIECE OF GLASS ON YOU AND CUT THROUGH YOUR BONDS.

IF YOU WERE BEATEN UP, THE FALL LOOSENED THE ROPES...

BUT EITHER WAY...

YEAH... I'LL BE FREE IN A MINUTE.

YOU THEN UNTIE KILLJOY AND LEAVE. GO TO 62.

44 YOU CREEP THROUGH THE SHADOWS, BUT...

HEY! VUN MOMENT! WHERE DO YOU THINK YOU'RE GOING?

I'M THE PLUMBER — COME TO CHECK YOUR PIPES.

THEN VERE ARE YOUR TOOLS, SAPHEAD?

HE KICKS YOU OUT. YOU HAVE NO CHOICE BUT TO USE THE FIRE ESCAPE. GO TO 2.

45 YOU GIVE THE SUPER A QUICK FLASH OF A TOY TIN BADGE YOU KEEP FOR OCCASIONS LIKE THIS...

OFFICER VENKO, 13TH PRECINCT. I WANT TO SEE THAT GERMAN IN THE TOP APARTMENT.

PROFESSOR VON DREXNER? HMM...YOU DON'T LOOK LIKE A DETECTIVE TO ME...VOT IS YOUR NUMBER?

IF YOU HAVE THE KEY, GO TO 32. IF YOU DO NOT, GO TO 80.

46 YOU RECOGNISE THE SYMBOLS ON THE HILT AS RUNES OF GREAT POWER... GO TO 22.

47

48 YOU STRUGGLE IN MID-AIR...

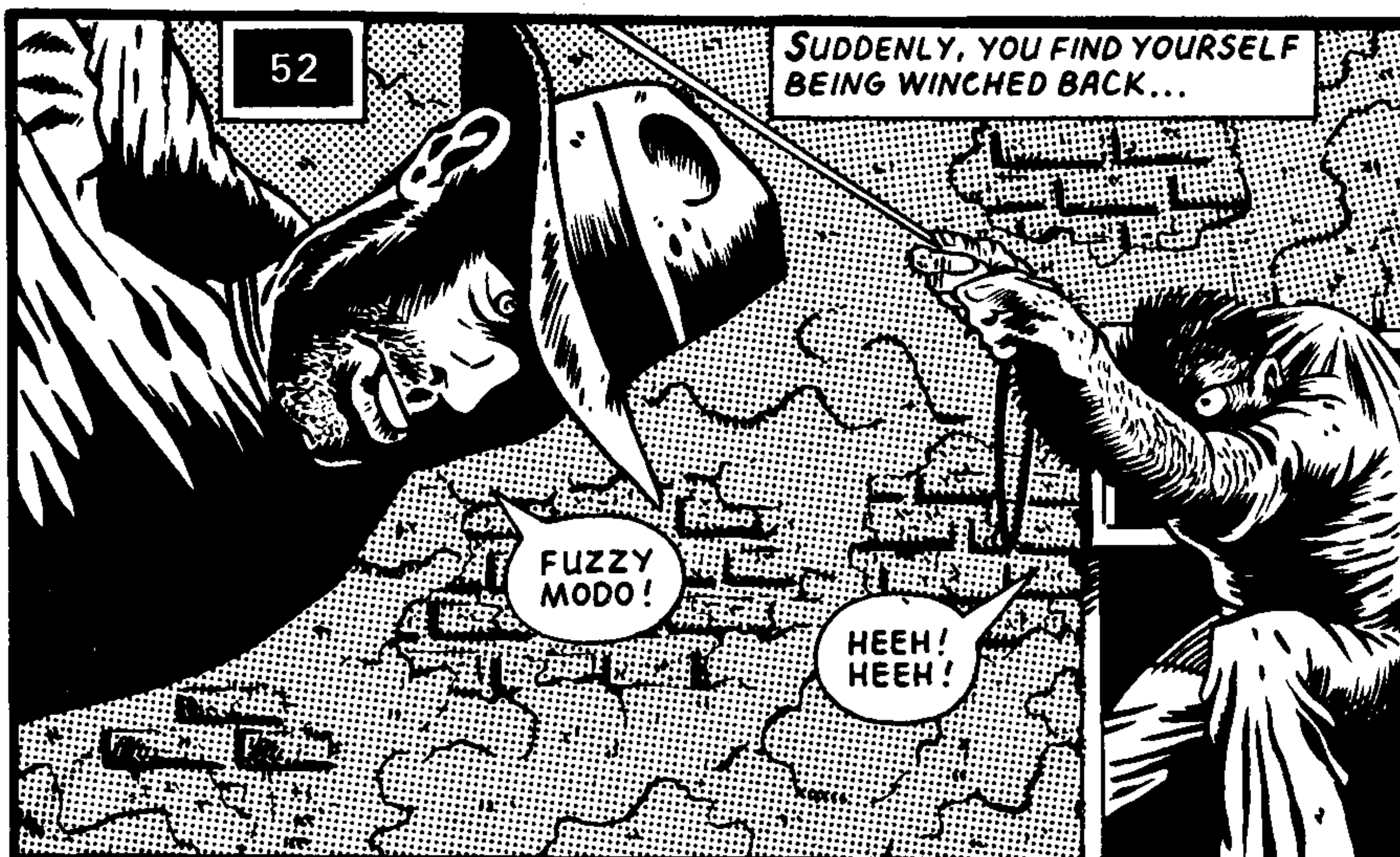
PHYSICAL DAMAGE: 1 DIE. IF YOU HAVE THE WEB — DEDUCT 2 FROM SCORE. IF YOU HAVE THE FIST — DEDUCT 3.

49 YOUR EPIC BATTLE CONTINUES... THE CREATURE TWISTS ROUND — BITING AND SNARLING, ITS CLAWS RAKING YOUR BODY... PHYSICAL DAMAGE: 2 DICE. IF YOU HAVE THE WEB — DEDUCT 4 FROM YOUR SCORE. IF YOU HAVE THE FIST — DEDUCT 5.

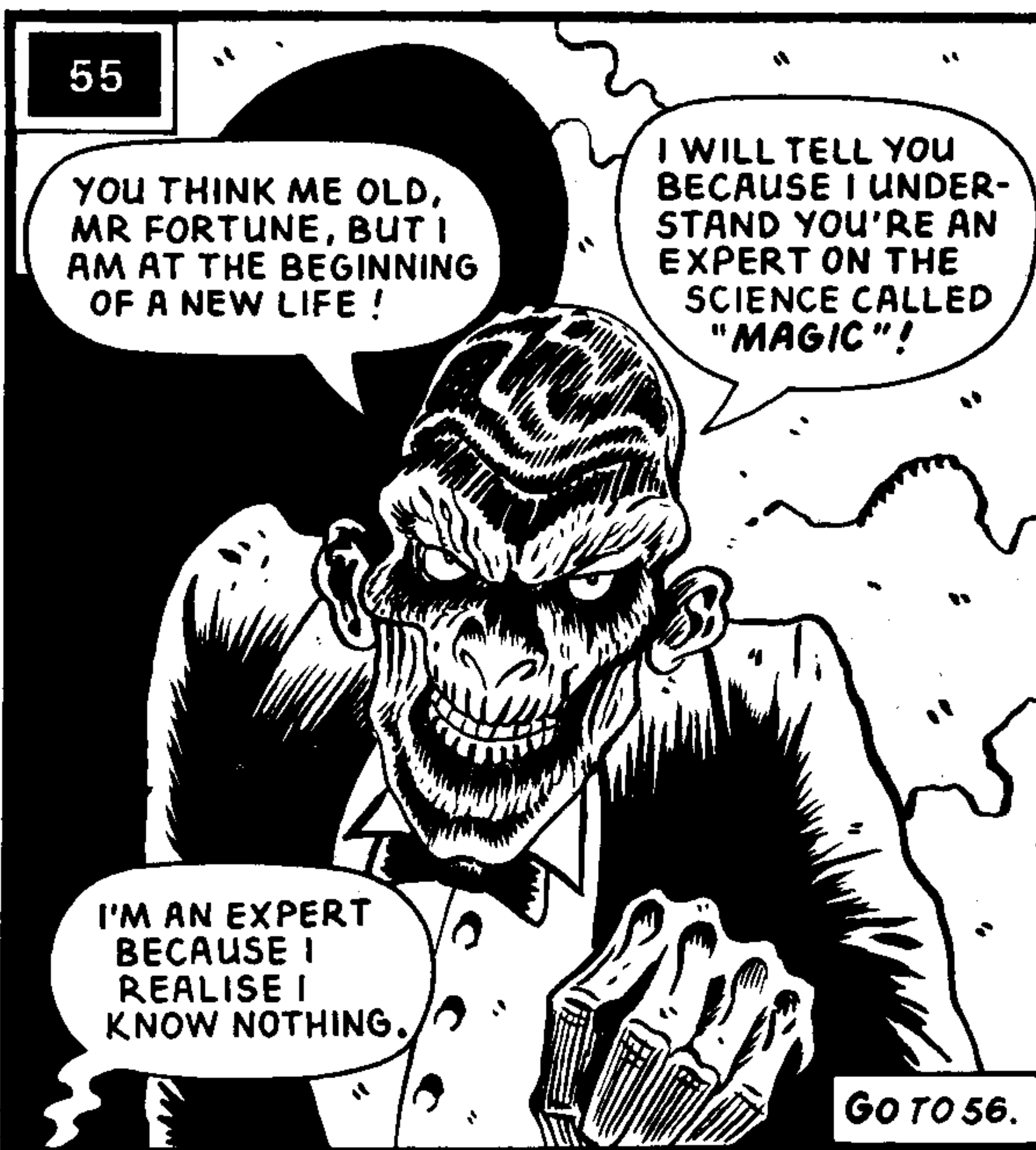
YOU START TO LOSE YOUR GRIP... IF YOU HAVE THE DAG, GO TO 30. IF YOU DO NOT, GO TO 106.



53 AS FUZZY DRAWS YOU TOWARDS HIM, YOU SEE BEHIND HIM THE OMINOUS SHAPE OF THE MOTHMEN!!



54 KILLJOY IS TOUGH, BUT EVEN SHE RECOILS FROM THE RUNEMASTER...





62

COME ON! WE'VE GOT TO DESTROY THE RUNEMASTER — BEFORE HE TAKES "THE NEXT STEP"!

BUT WE DON'T KNOW HOW TO!

63

YOU RUN TOWARDS THE SOUND OF A MACHINE...

DON'T WORRY — I'LL THINK OF SOMETHING!

YOU'VE A VERY HIGH OPINION OF YOURSELF!

64

SURE. I DON'T APOLOGISE FOR GREATNESS.

65

YOU BURST IN TO DISCOVER THE RUNEMASTER BATHED IN ARTIFICIAL MOONLIGHT...

YOU'RE TOO LATE, MR FORTUNE. THE PROCESS HAS ALREADY BEGUN!

66

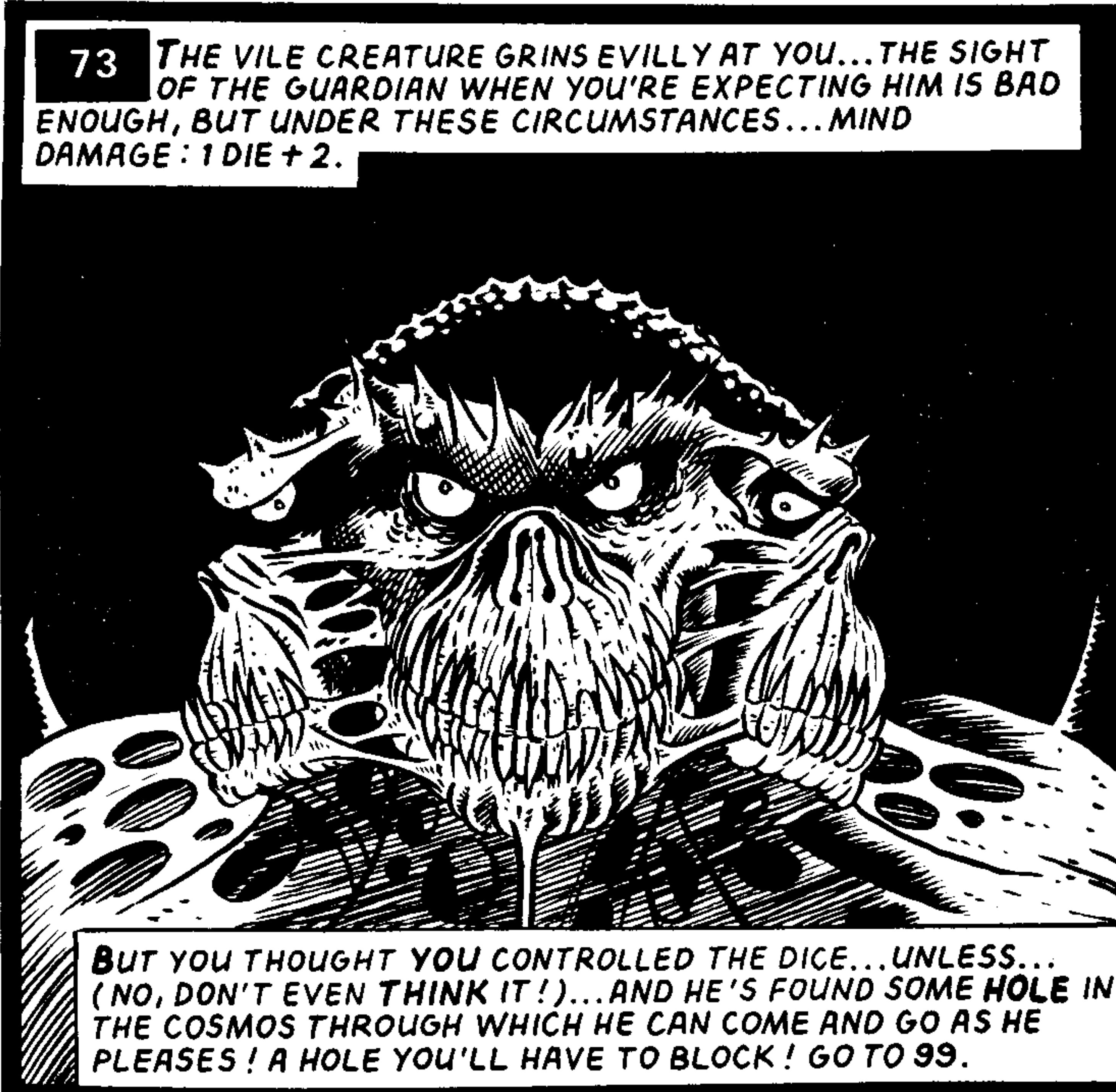
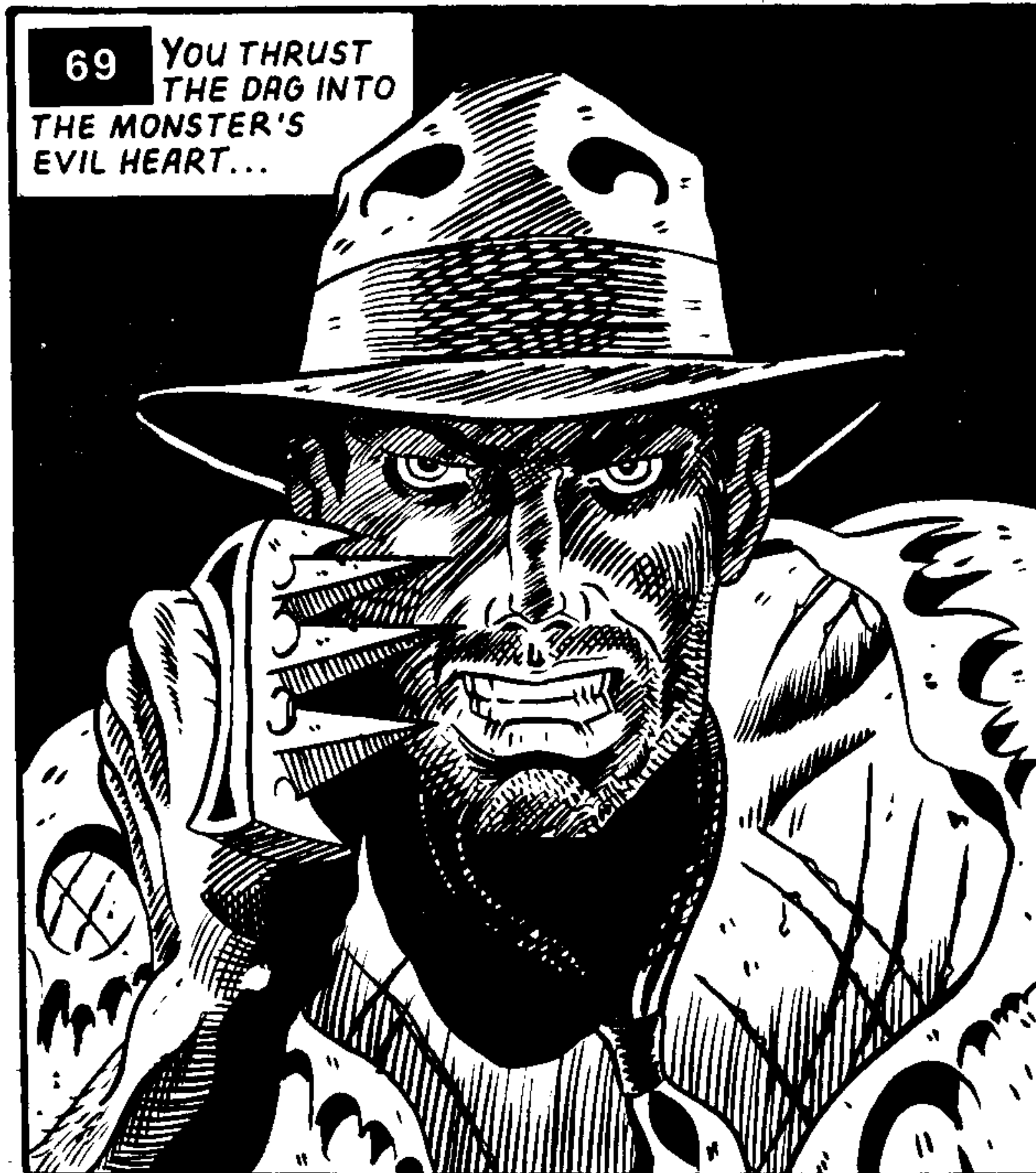
FUZZY MODO ATTACKS YOU WITH A DAG...

IF YOU CONTROL THE FIST — NO DAMAGE. OTHERWISE: PHYSICAL DAMAGE: 1 DIE. IF YOU CONTROL THE WEB, DEDUCT 2 FROM YOUR SCORE.

67

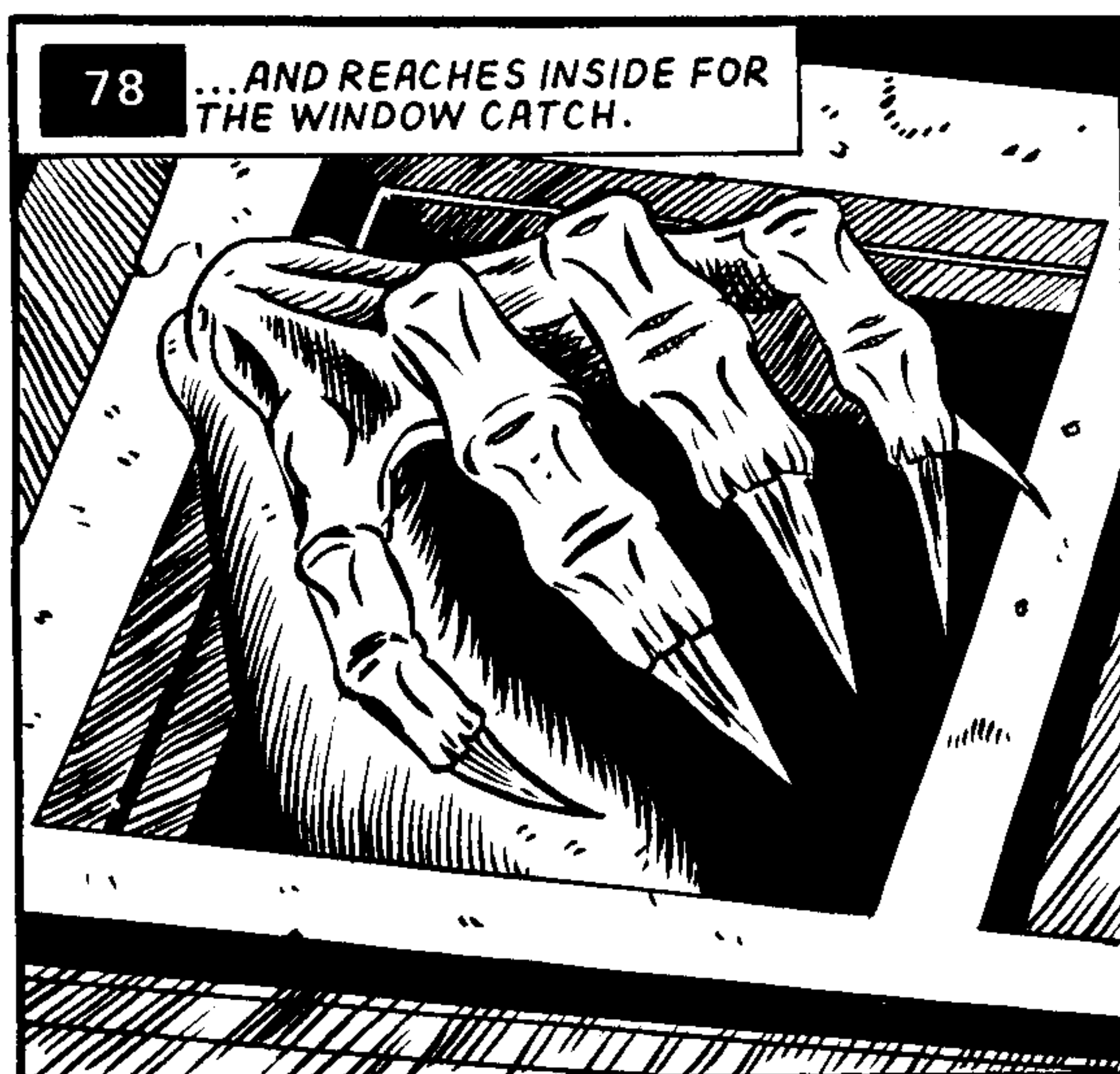
YOU TAKE CARE OF FUZZY. THE DAG FLIES OUT OF HIS HAND...

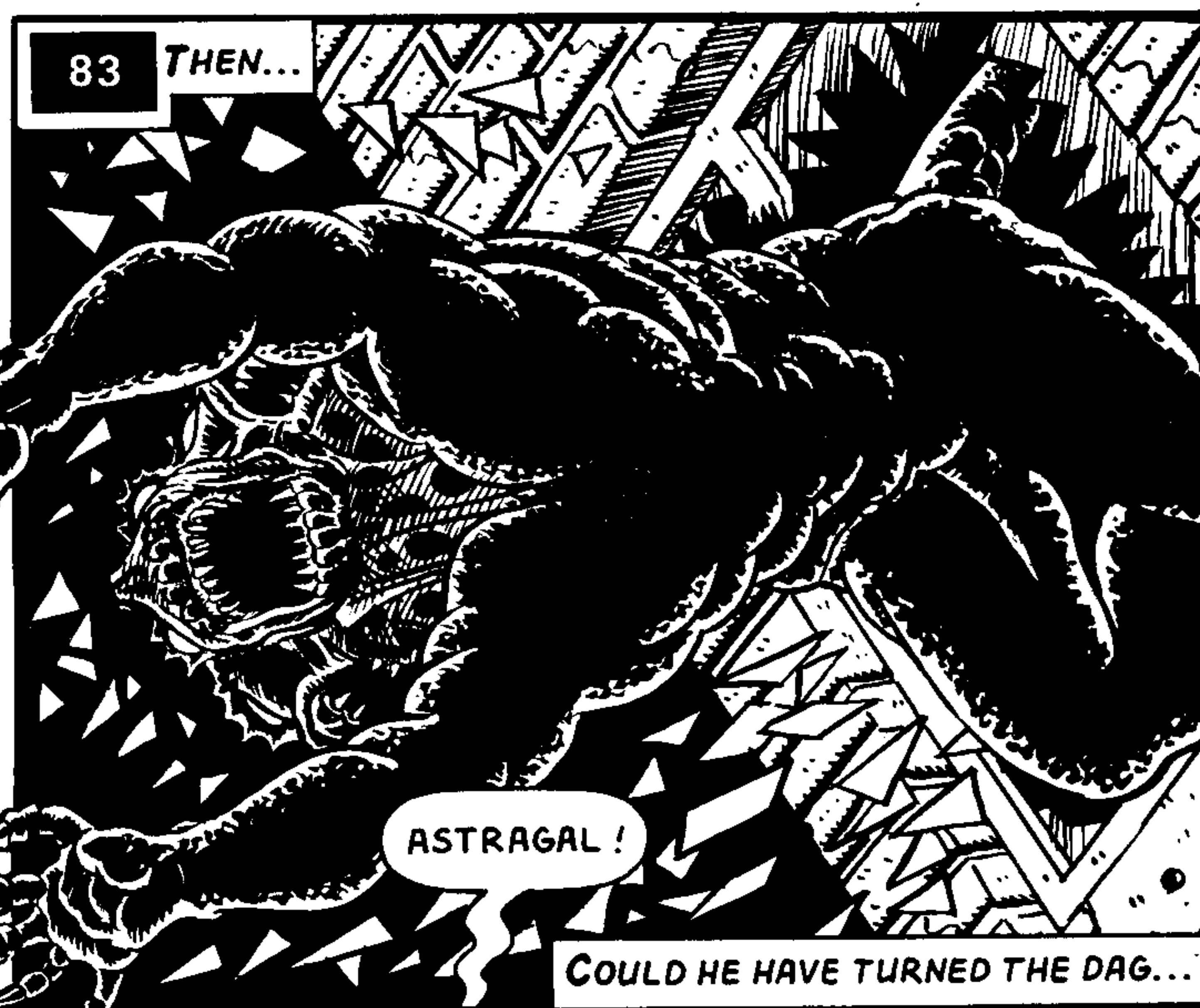
YOU HEAR THE WHINE OF THE MACHINE REACHING A CRESCENDO. WILL YOU...
SWITCH IT OFF? GO TO 38.
PICK UP THE DAG? GO TO 22.
IF YOU CONTROL THE KEY, GO TO 46.

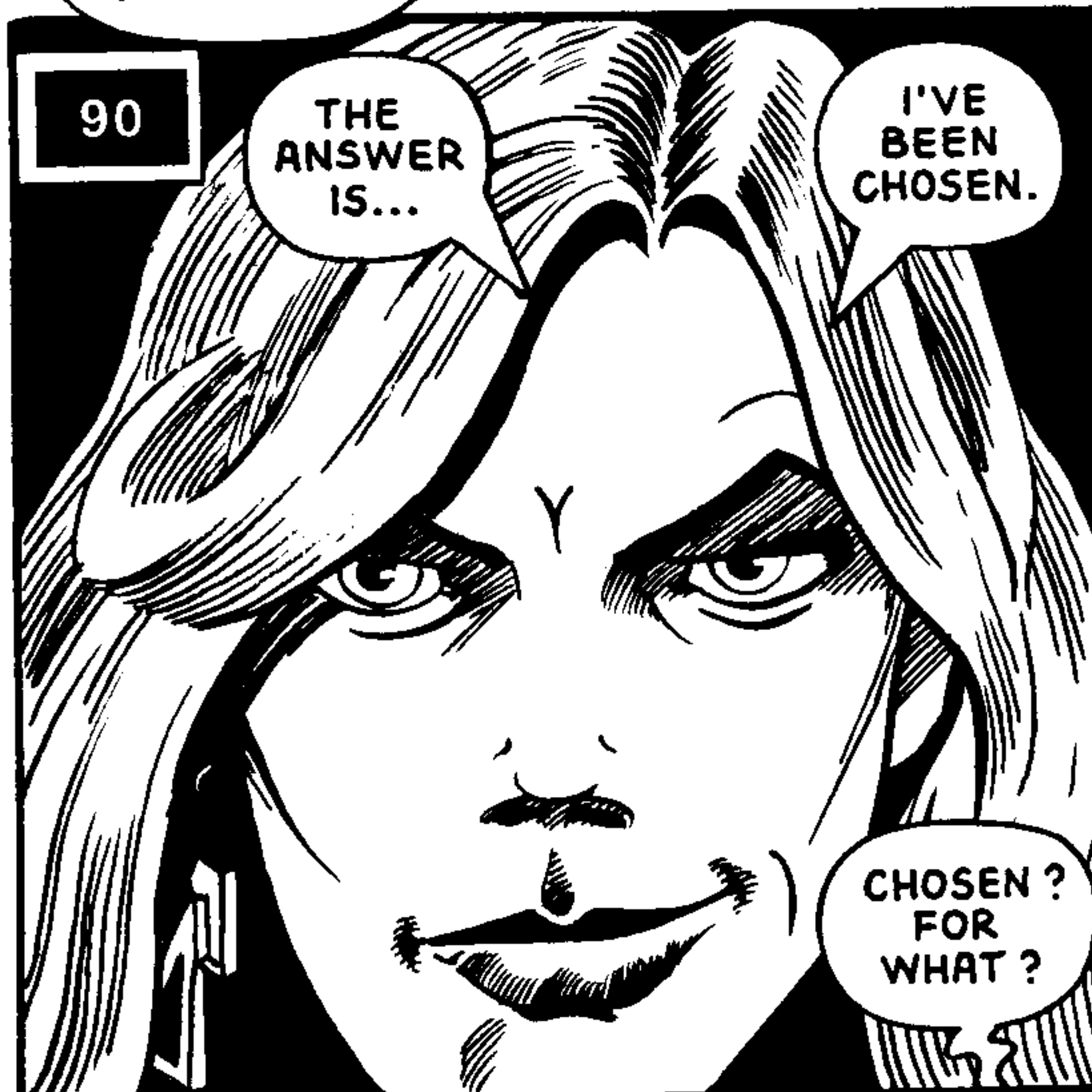
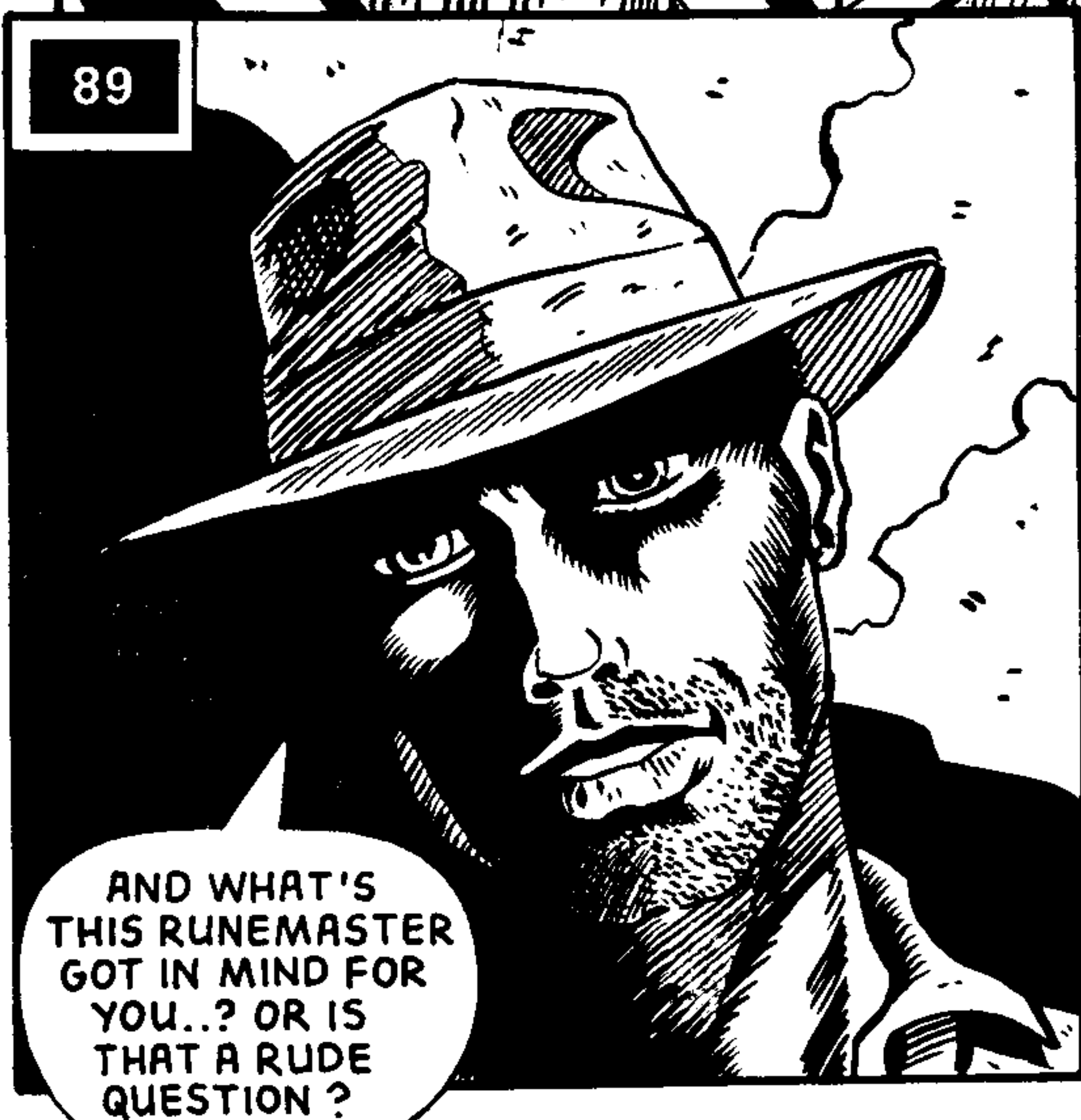
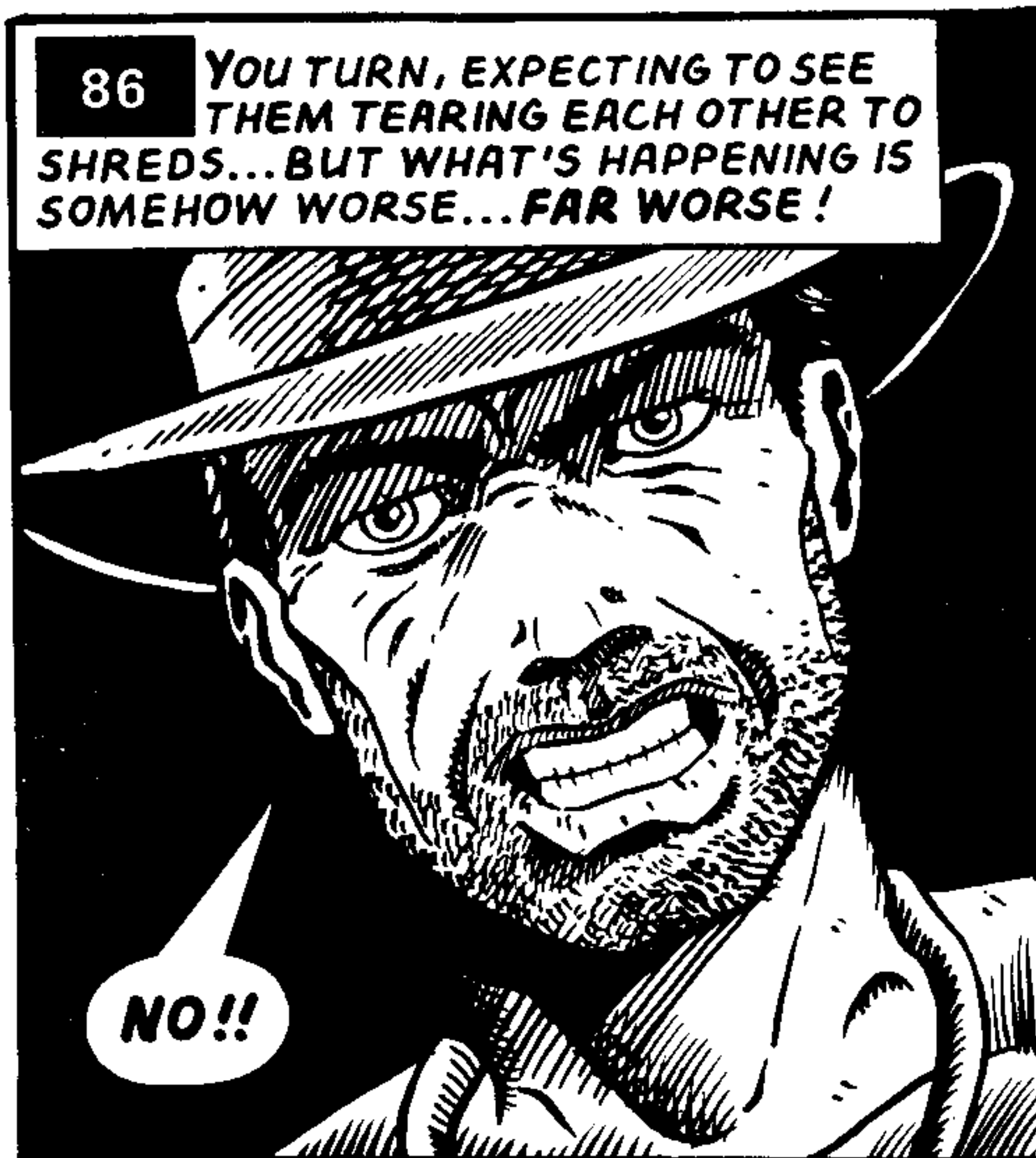




ROLL ONE DIE FOR LUCK. IF IT'S 1, 2, 3 OR 5, GO TO 50. IF IT'S A 4 OR A 6, GO TO 12.







92

IT'S NOT A MOTHMAN — IT'S SOMETHING WORSE!

IT'S ASTRAGAL! HE'S ON OUR SIDE.

93

NICE FRIENDS YOU'VE GOT, RICK.

SHE WATCHES, FASCINATED, AS HE STARTS TO BITE THROUGH THE ROPES.

94

ALTHOUGH YOU'VE MET HIM BEFORE, YOUR MIND STILL REELS AS YOU STARE AT HIS IMPOSSIBLE FACES, WHICH — LIKE A DIE — YOU ONLY EVER SEE 3 OF.

MIND DAMAGE: 1 DIE.

95

THEN HE PADS OUT...

WHERE'S HE GOING?

HUNTING FOR PREY. HE CAN'T LEAVE OUR WORLD UNTIL HIS NEEDS ARE SATISFIED.

YOU WAIT UNTIL HE'S GONE AND THEN FOLLOW. GO TO 62.

96

IT WAS OVER. HER FATHER'S DEATH HAD BEEN AVENGED. LATER, YOU MEET KILLJOY AGAIN...

...YOU TELL HER A LITTLE ABOUT YOUR DICE OF DESTINY (AS MUCH AS YOU DARE)...

NO EXPLANATION THAT DOESN'T ITSELF NEED EXPLAINING.

HOW COULD TWO ORDINARY-LOOKING DICE CAUSE SO MUCH HAVOC? THERE MUST BE A SCIENTIFIC EXPLANATION!

97

THROW THEM AWAY! BEFORE THEY DESTROY YOU!

DAMNATION MEANS NOTHING TO ME. I PLEASE MYSELF.

98

THEN THIS IS GOODBYE, RICK.

IF YOU LIKE KILLJOY AND HAVE THE KEY, GO TO 107. IF YOU DO NOT, OR DO NOT HAVE THE KEY, GO TO 108.

99 AFTER SAFELY REACHING THE OTHER BUILDING, KILLJOY JOINS YOU... YOU WATCH, MESMERISED, AS ASTRAGAL PADS OVER TO THE BODY... AND THEN...



MOTHMEN!

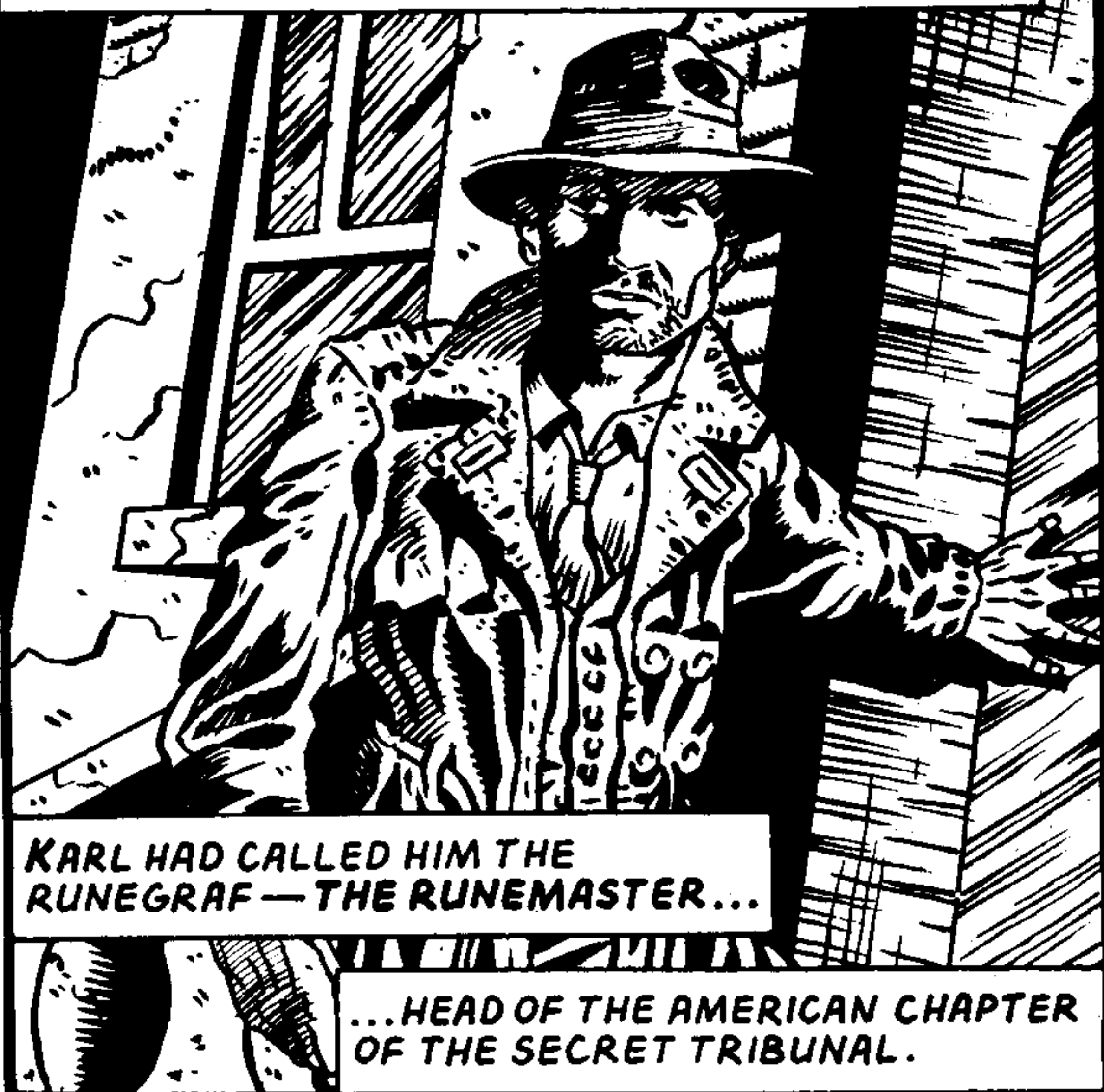
100



YOU REACH THE END OF THE ALLEY. IF YOU WISH TO HAVE A QUICK GLANCE BACK, GO TO 86. IF YOU WOULD RATHER NOT, GO TO 96.

101

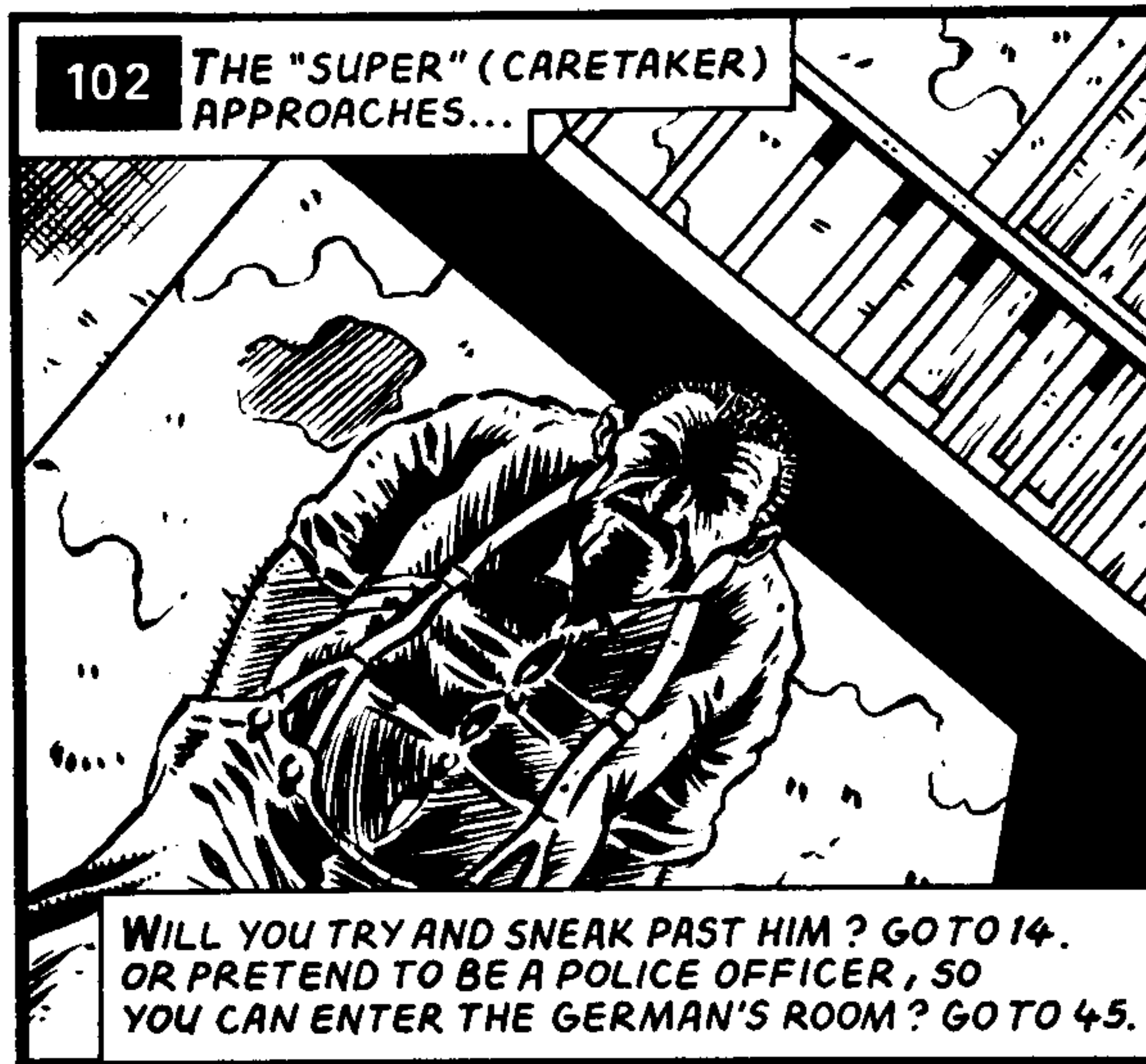
YOU ENTER THE BUILDING, REMEMBERING THE GERMAN HAS THE TOP APARTMENT...



...HEAD OF THE AMERICAN CHAPTER OF THE SECRET TRIBUNAL.

102

THE "SUPER" (CARETAKER) APPROACHES...



103

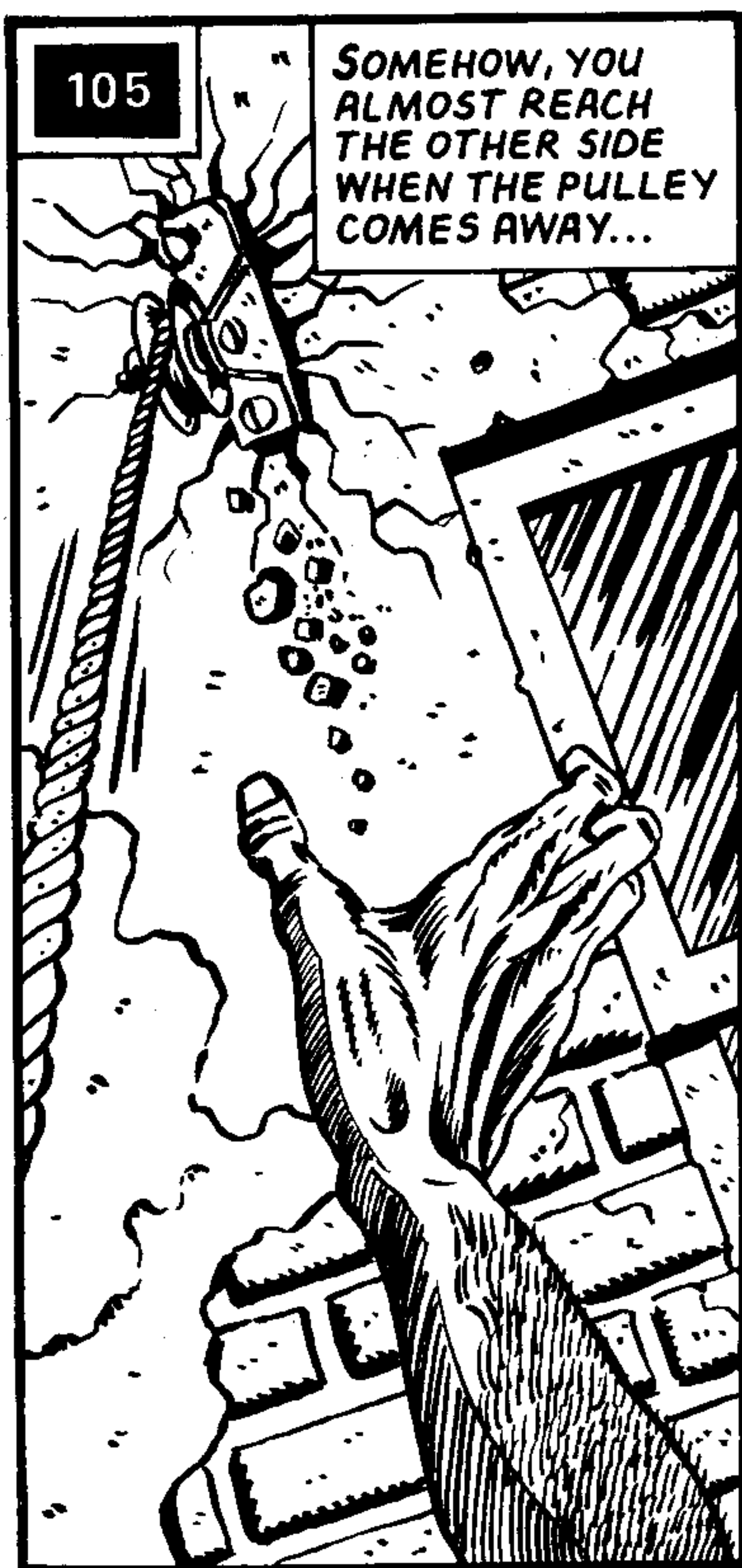


104



AFTERWARDS, HE SETS YOUR CHAIR UPRIGHT...AS YOU RECOVER, YOU ASK...

GO TO 15.



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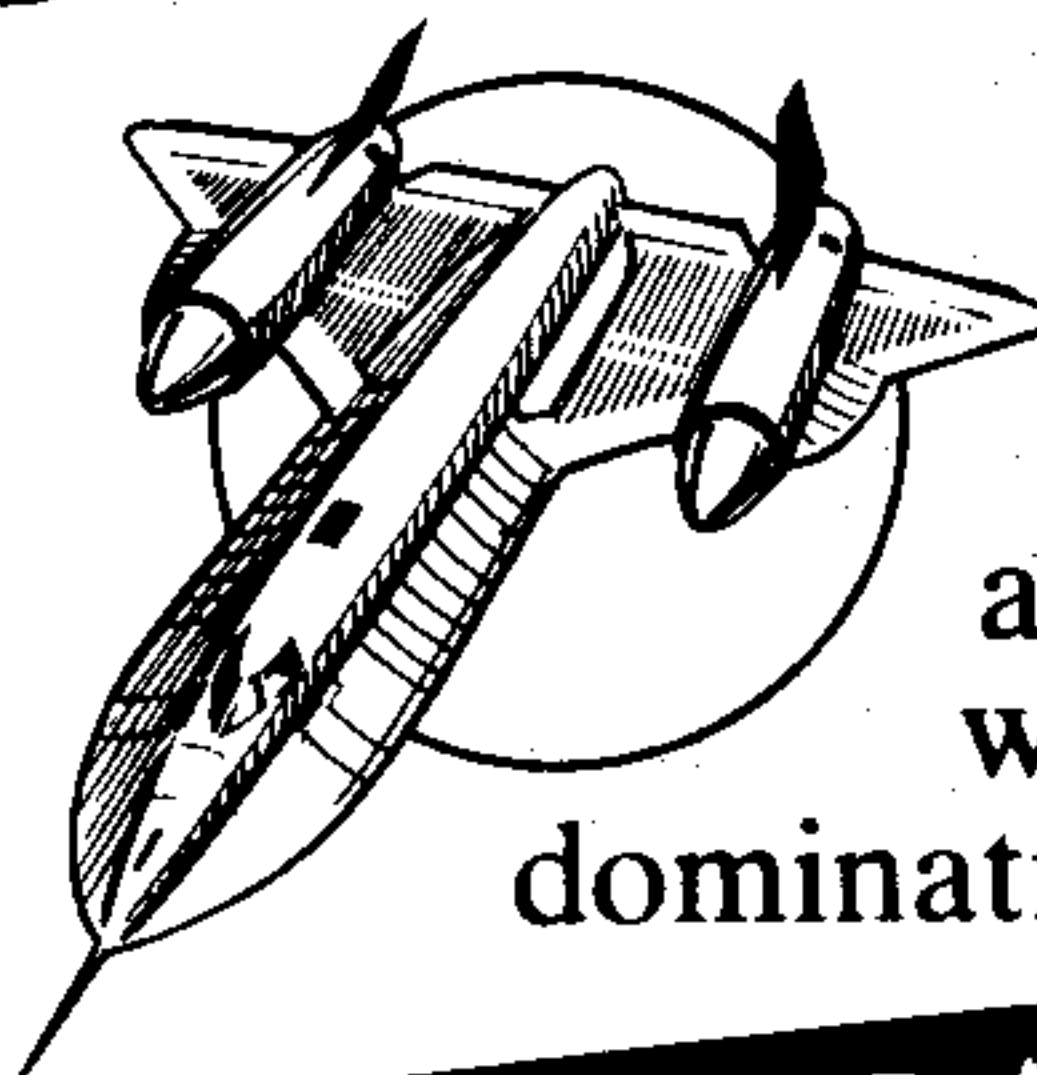


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LETTERS RACK

THE PAGE WHERE YOU CAN TALK ABOUT EVERYONE INVOLVED WITH THIS MAGAZINE WITHOUT THEM FINDING OUT UNTIL IT'S BEEN PRINTED!



EVERY
READER
ON THE
RACK WINS
A REALLY
GOOD
FEELING
INSIDE!

Okay, calm down. My name is Mervyn, I'm a Scorpio and I'm in charge of this letters' page, which is now **3** pages of letters because you all sent in so many of them... which came as a bit of a surprise considering we weren't offering any prizes for getting them printed, which we're still not doing by the way... Over the next couple of pages you'll find a small selection of letters taken at random from our big mail bag. If yours isn't one of them, don't be offended; as it turned out, a lot of you wanted to say similar things about DICEMAN... like Simon Clarke of Clevedon: **it's quite simply the best fantasy publication to come out for adventure and fantasy addicts like myself.** Or like Phillip Deppnall from Manchester, still on the subject of the first issue: **awesome, magnificent, stinking!** ---which on second thoughts might be **striking!**---and then there's Simon Scarfe of High Wycombe, who wanted to congratulate us on our **masterpiece! I've been reading 2000 AD since 1979 and this is the most magnificent magazine I've read since.** All good stuff, and there's more; this time, from Harry Breach of Winchester: **it's simply the best value, best artwork Role-Playing Game around.** Thank you very much, Harry.

All in all, your letters told us you were pleased with DICEMAN and you were looking forward to this second issue---but it wasn't all gratuitous praise. Some of you, Glynn Symonds of Fakenham stand up, weren't sure we'd got the right format: **I personally would prefer one or two games, plus an article on RPGs from the solo gaming slant, as I believe it is mainly this kind of player who likes your type of magazine;** then Simon Read of Leicester, to name but one, claimed to enjoy having 3 adventures, though he wanted **all the combat rounds, in each adventure, to be the same.** But if a few of you weren't sure about the format, none of you could agree on what was hard and what was easy.

Here's a quick summary... Angus Spottiswoode, London: **the Judge Dredd game is fairly easy, the Slaine game is difficult, and the Nemesis is downright impossible!** Mark

Hilton, deepest Cheshire: **Nemesis was fantastic, but I think the Slaine story was hardest.** Muir Mathieson of Gwynedd: **the games aren't too hard, and they aren't too easy.**

Some of you agreed with C. P. Major, from South Humberside, who **didn't like having to remember your speed every picture** in Nemesis, although he added that **one would get used to it in time** (which is what we thought---which is why the speedo system is repeated in this issue). Russell Smeaton of Cleveland had two suggestions to make about the average game: **Make it longer---they were all a bit short** and **Make it harder---I did Judge Dredd and Slaine first go**...which is all very well when you're Russell Smeaton of Cleveland, but what if you're Ultan O'Brien and Wayne Hopkins of Dublin? **We can clear most adventure games once, they claim, but we found Slaine and Dredd to be a real challenge.** They weren't alone. Paul Patchell of Slough found Nemesis **was extremely hard to understand**, a sentiment echoed by Andrew Cooper of Cadnam: **Nemesis was a great deal harder than the rest.** Andrew also wondered if it would be possible **to get forthcoming issues of DICEMAN directly from you?** In short, no. But we're producing an issue every 2 months at the moment---so a simple command to your newsagent, to order you a copy, should make sure you get it.

The one other subject which kept appearing in your letters concerned DICEMAN's artists and writers, and the techniques they use. Sid Fordham of London wanted to know **which subjects Kevin O'Neill studied in order to become a 2000 AD artist**, and went on to ask for **a step-by-step guide to the way he produces his work**---something which I feel several readers would like to see. Others, like Phil Lance of Banbury, wanted to know the size of paper and materials used by Bryan Talbot **when creating his brilliant originals**, while a few, such as Kevin Wood of Canterbury, asked a series of questions about the ins and outs of scriptwriting for comics.

We haven't the room here to answer all these questions, but future issues of DICEMAN could offer "HOW TO" features on the artists and writers that most interest you---how they work; how they found work in the first place; and so on. Their more brief answers may well end up on this letters' rack in June. As for how we'll decide which artist or writer you most want to hear about, that depends on the mail I open between now and then...

One last question, from Joanna Jardine of Camborne: **I haven't got a local newsagent, so when is the next issue due (so that I can go looking for it)?** Issue 3 comes on sale around Saturday 7th June, but as for the future, it's best to keep an eye on 2000 AD, which will always carry details about forthcoming issues---and their contents---in the weeks prior to their release.

P.S. If **I. Jones** sends me his address, I'll return his clever, nicely coloured artwork.

MORE! MORE! MORE! MORE! MORE! MORE! MORE!

INTER



RA

From Paul Gapper, Teddington:
Dear Mervyn,

The main thing I want to say is **Great!** The Dredd and Slaine games were equally satisfying. I think you've got about the right level of difficulty, with a little bit of brain power as well as nerve to get through. I felt the right amount of shock whenever I was knocked out (the spears that I was impaled on by the Goblins in the Glass Tower hurt), and in general both games were well thought out.

However, the Nemesis game was a loser: the rules were not clear enough. I had trouble distinguishing between my armour rating, and my score obtained by killing Terminators---different things, right? If so, then the rules state only that if my armour rating is reduced to zero then I'm knocked out; but what if I get "Deduct 6 from your score", as in Frame 54? Does this come off my armour rating? I suppose it must. In general, I was unhappy with the game, and confused by it.

From Andrew Bailey, Luton:
Dear Mervyn,

I must say I enjoyed playing DICEMAN, particularly "The Torture Tube". The O'Neill artwork was excellent and the Pat Mills game system was a neat way of simulating sudden death in the travel tubes of Termight. Being Slaine gave me some trouble. I managed to impale myself on the ceiling, end up in the Cauldron, and crush myself under the door.

Then I made a really stupid mistake and followed advice off a toilet wall.
Curses.

Aside from my failings as a player and dice roller, DICEMAN was as fun and original as the either/or format allows. I play several Role-Playing Games, and with the wealth of material already in 2000 AD I have designed a Nemesis RPG.

From Peter Sidebotham, Congleton:
Dear Sir,

Congratulations on the 1st issue of DICEMAN. Artwork and scripting were both well above average, and I hope we can look forward to this publication becoming a monthly. The characters I'd like to see in future issues are Robo-Hunter, D.R. & Quinch, Judge Anderson, Halo Jones and The A.B.C. Warriors.

The only fault I found was that you did not provide the dice as a free gift! Maybe next issue---? As a last suggestion, why not include a free colour poster with every issue, featuring one or more of the characters from it? P.S. Let's have a regular letters' page as well, so that ideas can be exchanged.

P.P.S. I think the games are set at about the right level of complexity.

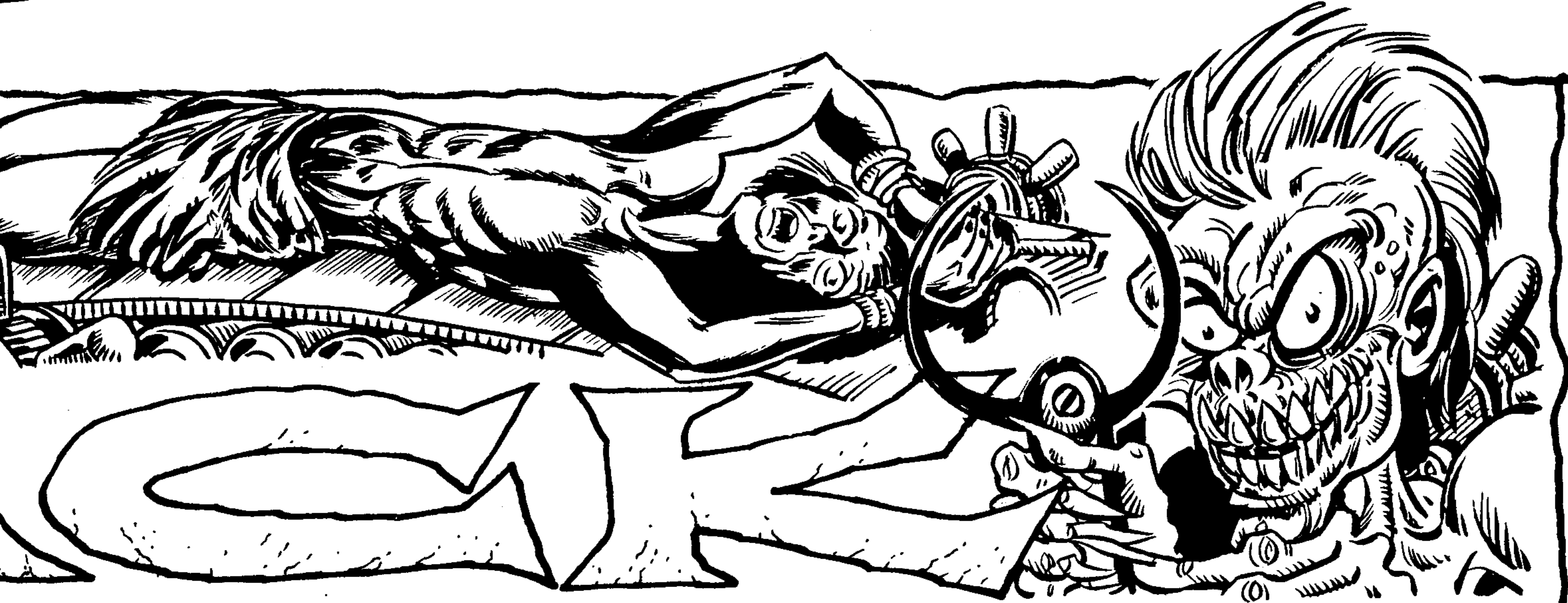
From Myk Atkinson, Eaton, Norwich:
Dear Mervyn,

I have been playing role games for years, my favourite writer being Steve Jackson, but this is better. Where the Jackson/Livingstone books are all literature but no visual excitement whatsoever, your DICEMAN is full of hard-hitting illustrations.

Is this the first mag of its kind? I completed the games fairly easily (a point to remember), and the only criticism I have is that all the games seem to rely on a little too much luck (especially that **CENSORED** Magach page). Apart from this, I congratulate you on such a brilliant idea.

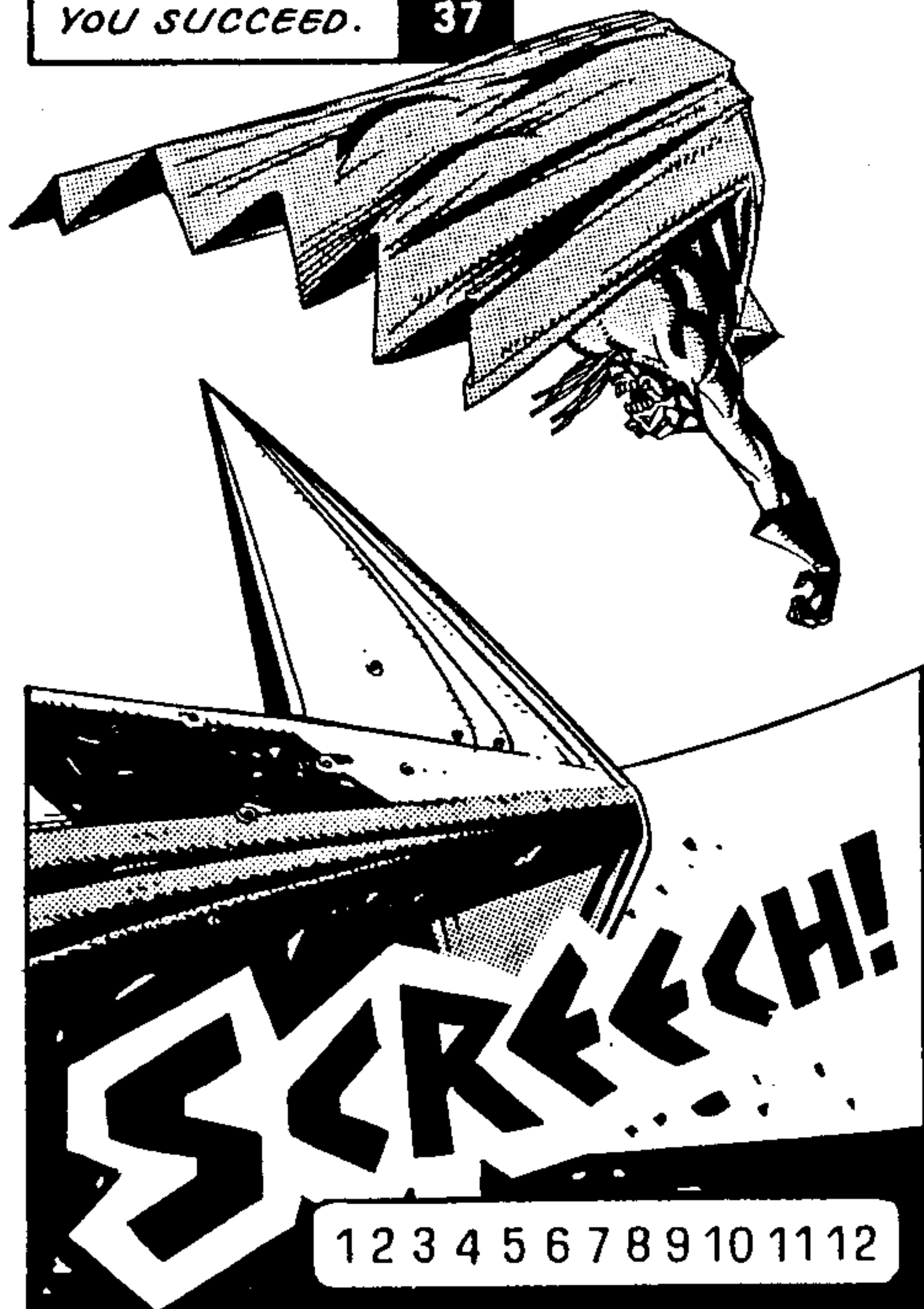
13 YOU SWING YOUR AXE. THROW ONE DIE FOR LUCK. IF IT'S A 4 OR MORE... GO TO 86 IF IT'S LESS THAN 4... GO TO 19





YOU SUCCEEDED.

37



From James Boswell, Alderley Edge:

Dear Dicers,

DICEMAN is excellent! I think using 2000 AD characters is brilliant. You let the reader become the actual character. Kids might find the rules a bit hard to understand, but I think that fighting the battles themselves, instead of reading about someone else fighting, will appeal to them.

I cannot tell a lie---I died in all the games! I liked Nemesis the most. It was great zooming down the tunnel and zapping Terminators. Pat Mills is very crafty; I figured if my speed was 120 MPH then the Terminators couldn't get higher, and therefore couldn't hit me. Next thing I knew, I was going through the windscreen because I went too fast. Brilliant!

From Sean Wilson, Kemnay, Inverurie:

Dear Mervyn,

When I first read about DICEMAN in Speakeasy, I admit I had my doubts about how you would make it all flow smoothly. They were unfounded. That such a high quality magazine (on quality paper as well!) could be published proves that the UK Comics Industry is not on its last legs. I hope that many thousands of D & D fans are attracted to 2000 AD, and may the Empire last a million years, and all that kind of stuff.

From Ian Usmar, Welling:

Dear Editor,

I think DICEMAN is a really good idea, as I prefer the technique of a picture by picture adventure to that of just text. The 3 games were good, but 3 is too many; cut it down to either 2 longer games or 1 extra-long game. This would give more room to manoeuvre in, and allow you to make the games even more challenging.

I can't really pick a favourite out of the 3, as they were all pretty good, although I was particularly impressed by the Nemesis game as it was different to the 'usual' adventure game format. Maybe you could use the idea with Ace Truckin' Co., with YOU as the jockbox genius controlling Speedo Ghost. I hope you're going to give all the 2000 AD characters an airing---Rogue, Halo, Alpha, etc;---to give some variety.

From Indra Khanna, Exeter :

Dear Mervyn,

Was it my imagination, or did the games in DICEMAN get harder as they went along? I didn't do too shabbily in the first stories, but in the Slaine game I was thrown into a pit of maggots almost immediately. I was a bit peeved, so I went back and started again, being careful not to make the same mistakes---but I lost again. And again. And again, even though I was cheating! Did anyone win it? I'm obviously not cut out to be a Celtic barbarian.

I might do better if you had a game in your next issue called "1986: YOU are D.H.S.S. Claimant Man!" In this game you lose your job and choose whether to go to the Unemployment Office, or the Supplementary Benefit Office (whichever you choose, it's the wrong one). Later, the council inspector calls at your house. Throw a die for luck: if it's 3 or more, she decides you're living in sin; turn to Picture 72, where you get sent to court and end up on the front page of The News Of The World. Here, the equivalent to the pit of maggots is waiting in the D.H.S.S. waiting room for an interview. The number on your ticket is 98, and they're just seeing the person with ticket number 27. The only way to win this game is by getting another job---throwing 3 sixes in a row. On second thoughts, maybe this game is much too hard for anyone to win.....



If YOU want to waste a stamp, write to
**MERVYN, 2000 AD's
 DICEMAN, KING'S
 REACH TOWER
 (YOUTH GROUP),
 STAMFORD STREET,
 LONDON SE1 9LS.**



You
are

ART
NIK WILLIAMS
STORY/GAME
PAT MILLS
LETTERING
TOM FRAME

Slain
In
Dragoncorpse



BACKGROUND

YOU are the legendary Warped Warrior – a Celtic Berserker who fights with the strength of ten men.

With your dwarf, **UKKO**, You are about to begin your latest and most terrifying quest.

It started when **Ukko** expressed a wish to visit his wife **PONA** and their old home in **Scragfaggot Green**.

You had no objection since you were in the area. Besides, you were curious to see who would marry anyone as foul as **Ukko**!

When you arrived, you found a village of smouldering, blackened ruins.

All around, dwarves were crying and cursing as they buried their dead and began rebuilding their homes.



Ukko sought out his mother-in-law, **RATIS**, who explained what had happened...

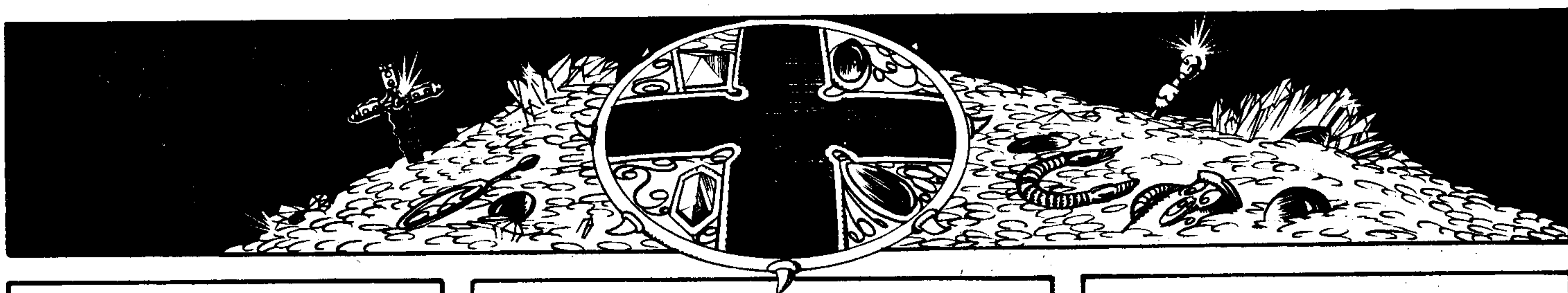
The dwarves of **Scragfaggot Green** were gold miners and, a few days before, they had burrowed through into an ancient cavern. There they discovered the rotting remains of a dragon surrounded by his hoard of treasure...

... including a strange **SHIELD** containing four precious stones.

Being greedy, thieving dwarves they ripped out the jewels. This caused the dragon to come back to life. It pursued them from the mine and devastated the village.

The serpent then returned to its lair, but the dwarves' troubles were not over.

Other **CREATURES** from the **Inner Worlds** also appeared and began killing and torturing the dwarves.



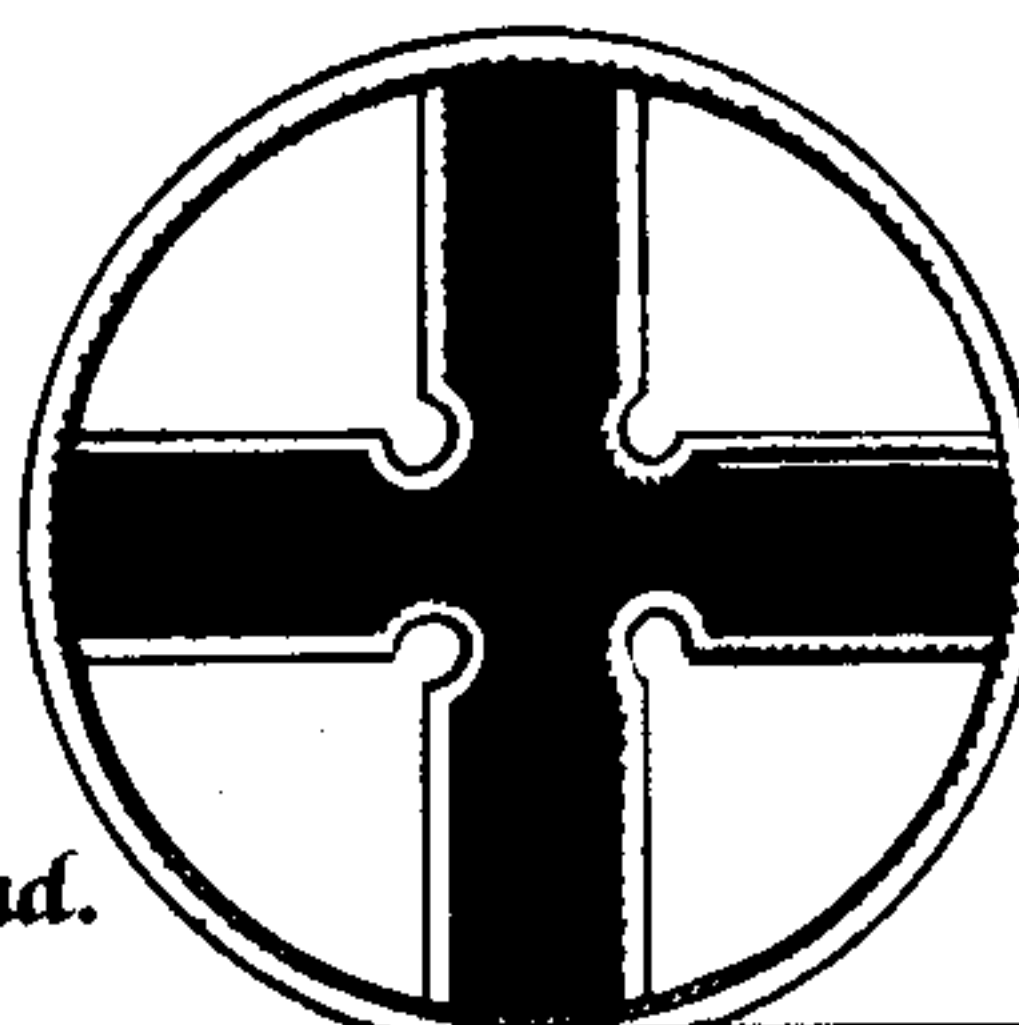
In desperation they consulted their ancient records and realised the truth.

The shield was an ancient talisman called **DORMATH – DEATH'S DOOR**. It held in balance the four **Inner Worlds** which are contained inside the **World of Men**.

The **EL Worlds**.

These are:

- 1) The World of **Dev-El**s that some call **Hel**.
- 2) The World of the **Elder Gods**.
- 3) The World of **Goblins** and other **Elementals**.
- 4) The World of the **Dead**.



Normally these worlds are at right angles to our own and are thus known as '**L**' or **El Worlds**.

By removing the **El Stones** the dwarves had unleashed creatures from the **El Worlds** into our own!

Someone has to send the monsters back by finding the four stones and replacing them in the shield.

IF YOU WISH TO HELP THE DWARVES, TURN OVER...



Ratis is overjoyed when you offer to help, for her own daughter, PONA, is down the mine—due to be sacrificed to the serpent.

The decaying beast needs a plentiful supply of fresh flesh to maintain its horrible existence, so the dwarves have offered it Pona and some other girls in the hope this will placate the creature.

Ratis breaks down in tears at the thought. Between her sobs she goes on to tell you that something **EVEN WORSE** has happened.

“What could be worse?” you ask.

She points to Ukko. “HE’s returned.”

You tell her how you beat her son—in-law regularly, and this seems to comfort her.

She dries her eyes and passes you the empty shield, wishing you good luck.

Before beginning your adventure, you must know your warp rating and other rules. **SEE BELOW.**

RULES

To succeed, you need to **GAIN** warp points—by killing monsters or in other ways.

Warp points are a combination of strength, intelligence and experience. Complete your warp rating and note it down on your score sheet.

SLAINE—Celtic Berserker: 16

Roll one die and add to above

WARP RATING

COMBAT

The monsters’ warp ratings will be given in the story. The rules for fighting them are:

1) Roll 2 dice for yourself. Add a ‘combat add’ of + 1 to the total because you’re an expert with your axe, ‘Brainbiter’.

2) Roll 2 dice for the monster. Add on any ‘combat adds’ indicated.

3) If **YOU** have the higher score, you have wounded the monster. Deduct the difference in your scores from the monster’s warp rating.

4) If **THE MONSTER** has the higher score, he has wounded you. Deduct the difference in your scores from your warp rating.

5) Continue until the monster or you has no points left—e.g. is dead.

6) Add the monster’s **ORIGINAL** warp rating to your own—but **ONLY** if it is dead. This is your reward for experience gained in fighting monsters.

THE EL STONES

Make a note of each stone you find on your score sheet. Each one will increase your skill, and thus entitle you to a further combat add of + 1.

You will need plenty of skill if you survive long enough to face the dragon.

You are now ready to begin your quest—may the Earth Goddess go with you!



1

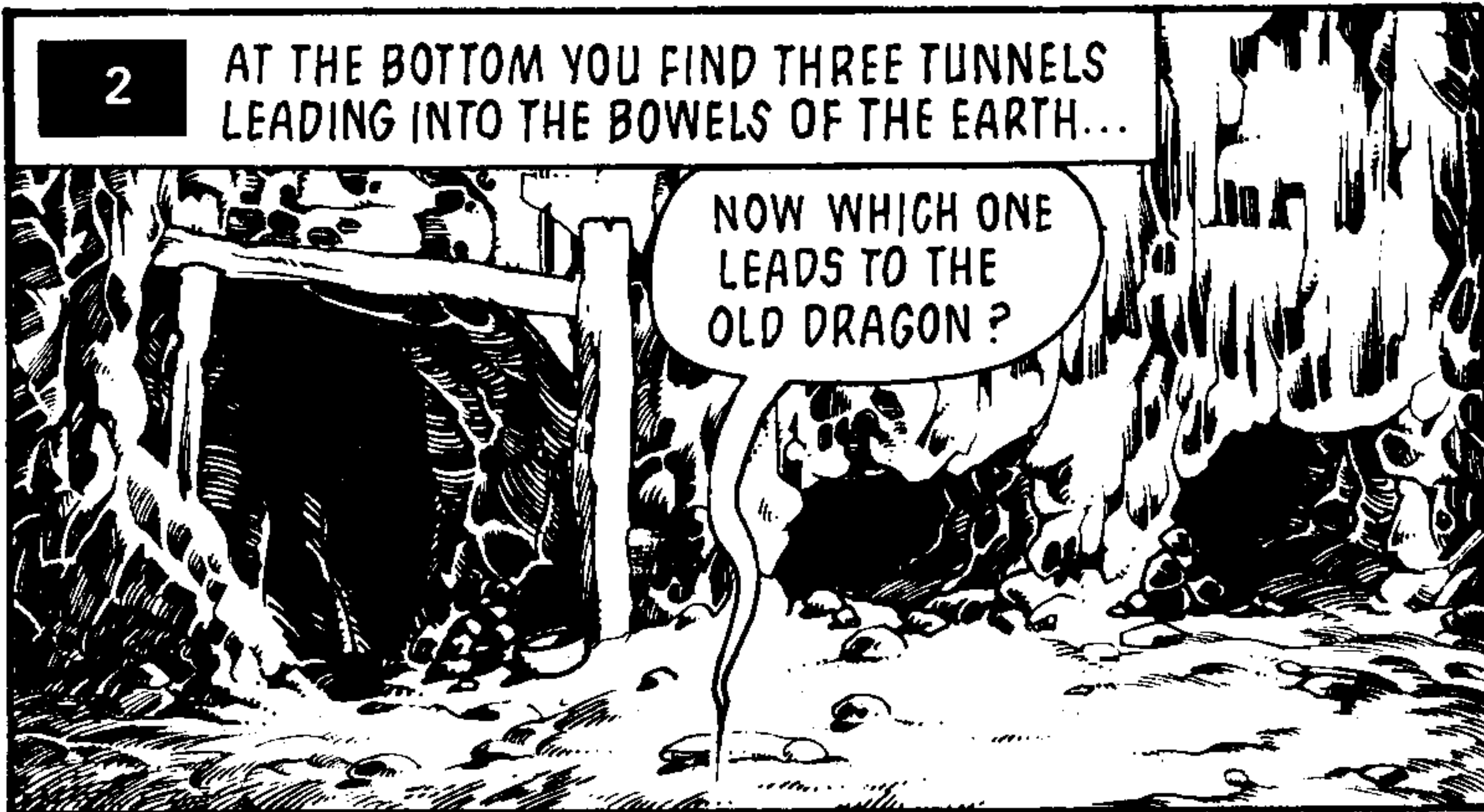
YOU DESCEND A SHAFT INTO THE BLACKNESS OF THE MINE...



YOUR GUIDE IS UKKO'S BROTHER, **LOBO**, WHO IS TOO STUPID TO BE AFRAID LIKE THE OTHER DWARVES.

2

AT THE BOTTOM YOU FIND THREE TUNNELS LEADING INTO THE BOWELS OF THE EARTH...



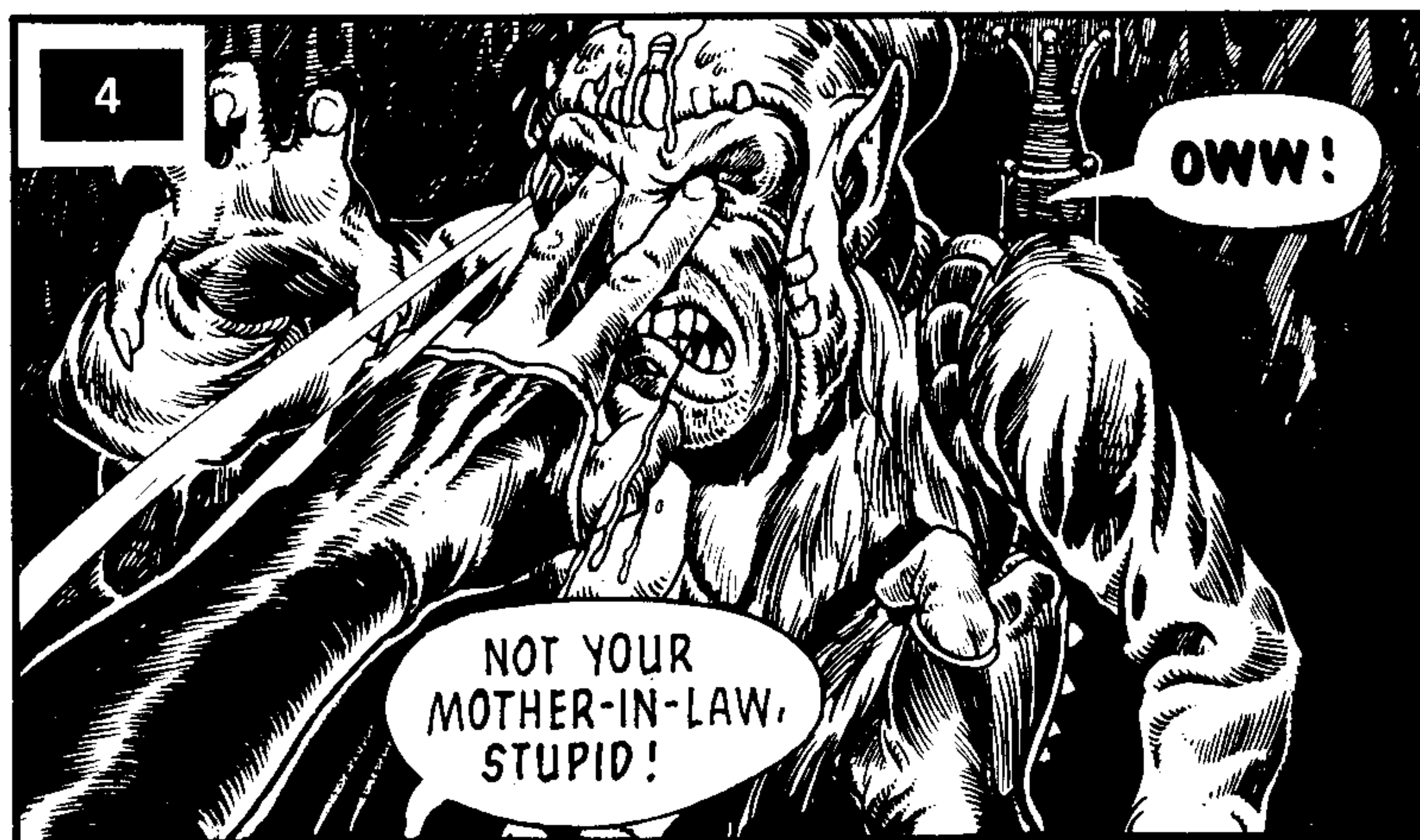
NOW WHICH ONE LEADS TO THE OLD DRAGON?

3



EH? SHE'S UP THERE!

4



OWW!

NOT YOUR MOTHER-IN-LAW, STUPID!

5

THERE ARE OTHER MONSTERS YOU WILL FACE FIRST... LIKE 3 GOBLIN WARRIORS...

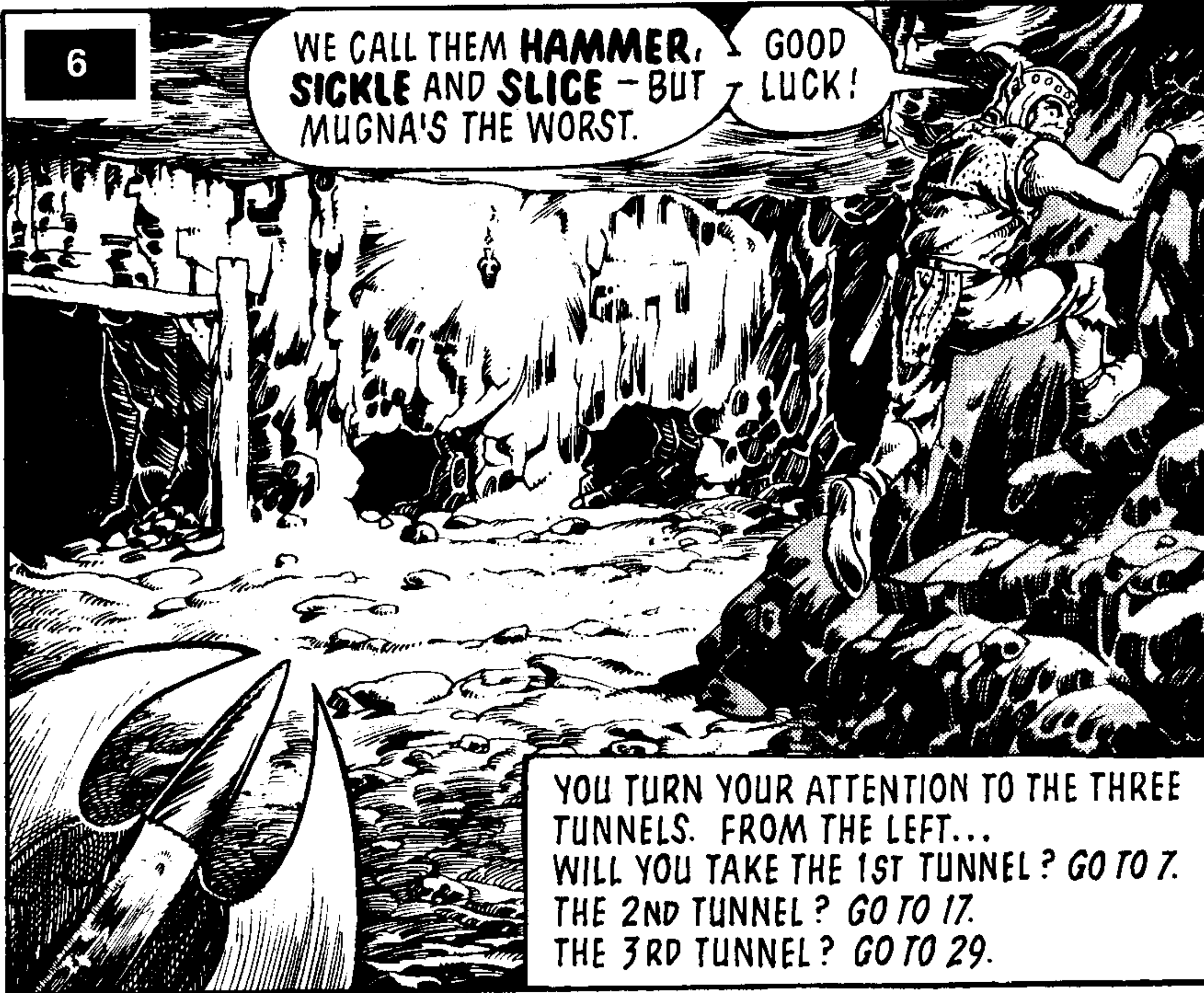
CRUNNCHU THE VIOLENT, **DUBBO** THE BLACK AND **MUGNA** THE EVIL...



6

WE CALL THEM **HAMMER**, **SICKLE** AND **SLICE** - BUT **MUGNA'S** THE WORST.

GOOD LUCK!



YOU TURN YOUR ATTENTION TO THE THREE TUNNELS. FROM THE LEFT... WILL YOU TAKE THE 1ST TUNNEL? GO TO 7. THE 2ND TUNNEL? GO TO 17. THE 3RD TUNNEL? GO TO 29.

7

YOU WALK ALONG UNTIL YOU REACH A JUNCTION... YOU HEAR CACKLES OF EVIL LAUGHTER FROM THE TUNNEL ON THE RIGHT...

WHILE UP AHEAD COME SOUNDS OF WEIRD AND GHOSTLY MUSIC...

WHAT A ROW!



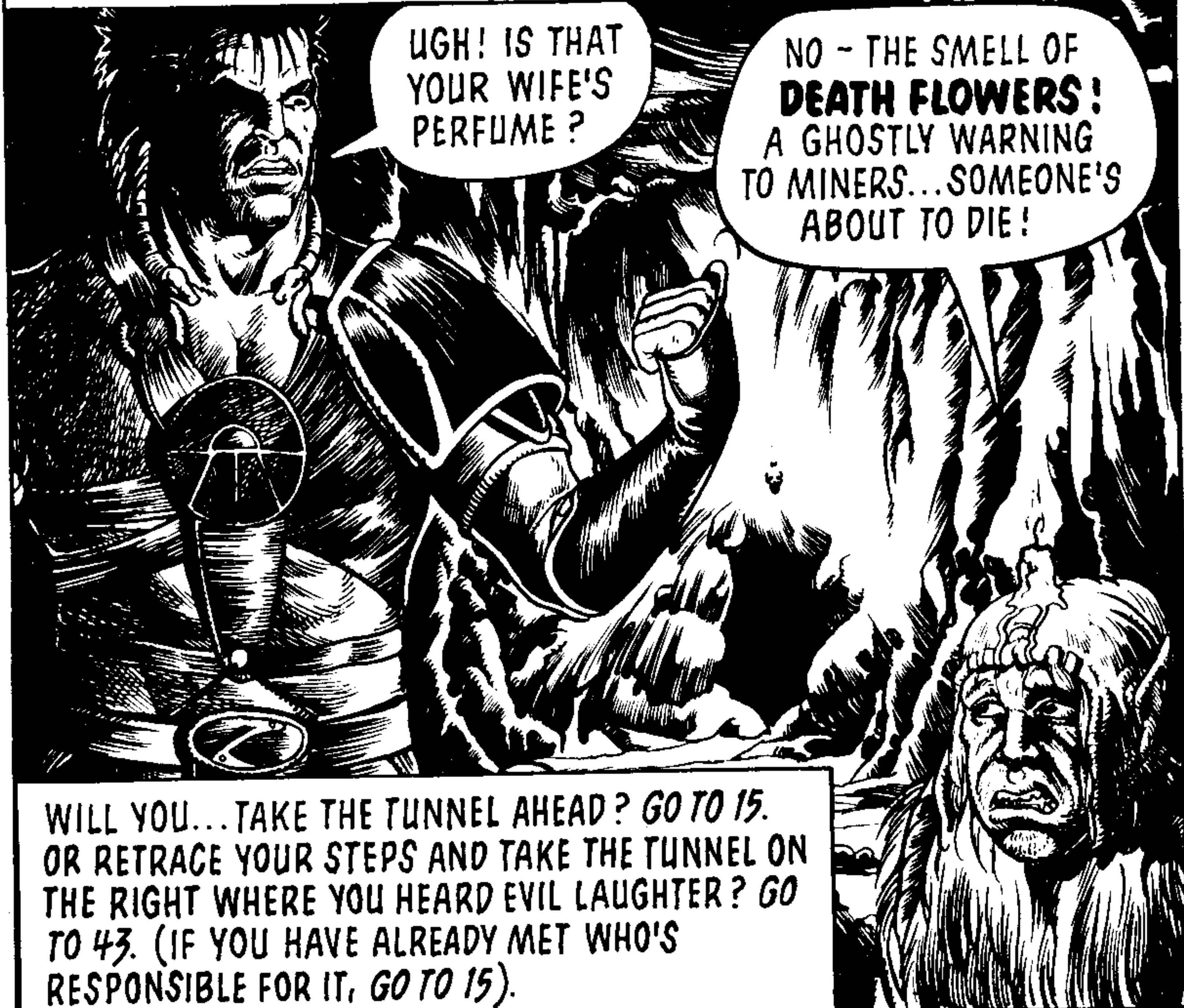
WILL YOU CONTINUE? GO TO 35.
OR TURN RIGHT? GO TO 43.

8

YOU LOOK AROUND AND SEE A TUNNEL AHEAD. THERE'S A SICKLY SCENT COMING FROM IT...

UGH! IS THAT YOUR WIFE'S PERFUME?

NO - THE SMELL OF **DEATH FLOWERS!** A GHOSTLY WARNING TO MINERS... SOMEONE'S ABOUT TO DIE!



WILL YOU... TAKE THE TUNNEL AHEAD? GO TO 15.
OR RETRACE YOUR STEPS AND TAKE THE TUNNEL ON THE RIGHT WHERE YOU HEARD EVIL LAUGHTER? GO TO 43. (IF YOU HAVE ALREADY MET WHO'S RESPONSIBLE FOR IT, GO TO 15).

9

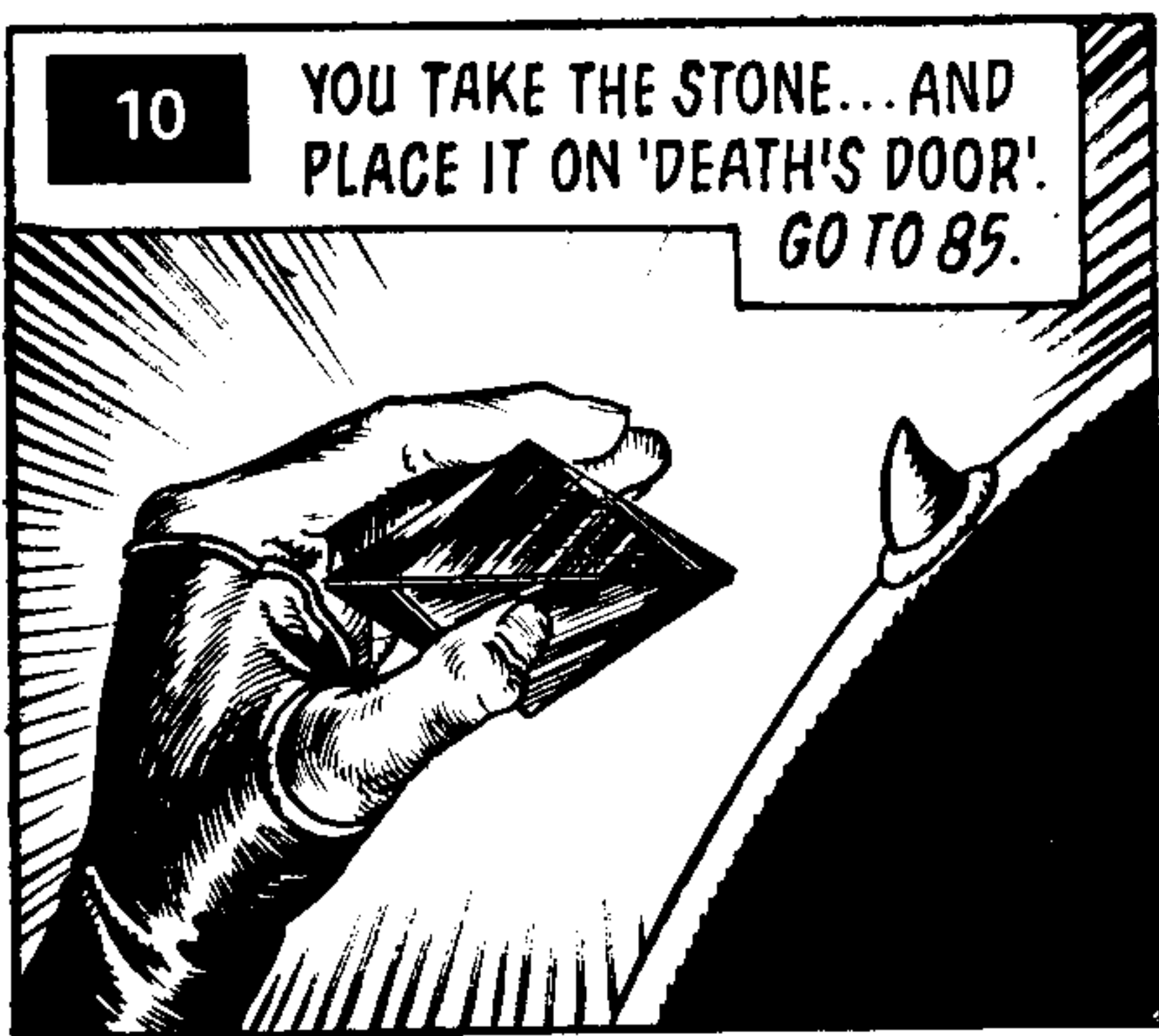
THE POWER FROM THE GREAT EARTH MOTHER NEUTRALISES THE VENOM...



FURIOUS AT BEING TRICKED, YOU ATTACK THE GOBLINS. GO TO 19.

10

YOU TAKE THE STONE... AND PLACE IT ON 'DEATH'S DOOR'.
GO TO 85.



11

YOU BATTLE IT OUT...
DRAGON'S WARP RATING: 18
COMBAT ADD: +3



IF YOU SURVIVE 3 COMBAT ROUNDS, GO TO 39.

12

IT'S
WONDERFUL,
CARNUN!

YOU LYING
LITTLE TOADIE!
I'M GOING TO RIP
YOUR GIZZARD
OUT!

13

YOU FIGHT... AS AN ELDER GOD,
CARNUN IS A DEADLY ENEMY AND
YOU MUST ADD 2 TO EACH OF HIS SCORES.

CARNUN'S WARP RATING: 8
COMBAT ADD: +2

IF YOU KILL
CARNUN,
GO TO 8.

14

YOU FIGHT DUBBO...
WARP RATING: 6

IF YOU DEFEAT HIM,
GO TO 25.

15

YOU HEAD DEEPER INTO THE MINE...

THE SMELL OF INVISIBLE **DEATH FLOWERS** -
SIGNIFYING DOOM - GROWS STRONGER ALL THE TIME.

16

YOU REACH A FORK...

THE SMELL OF
FLOWERS IS COMING
FROM THE RIGHT
FORK.

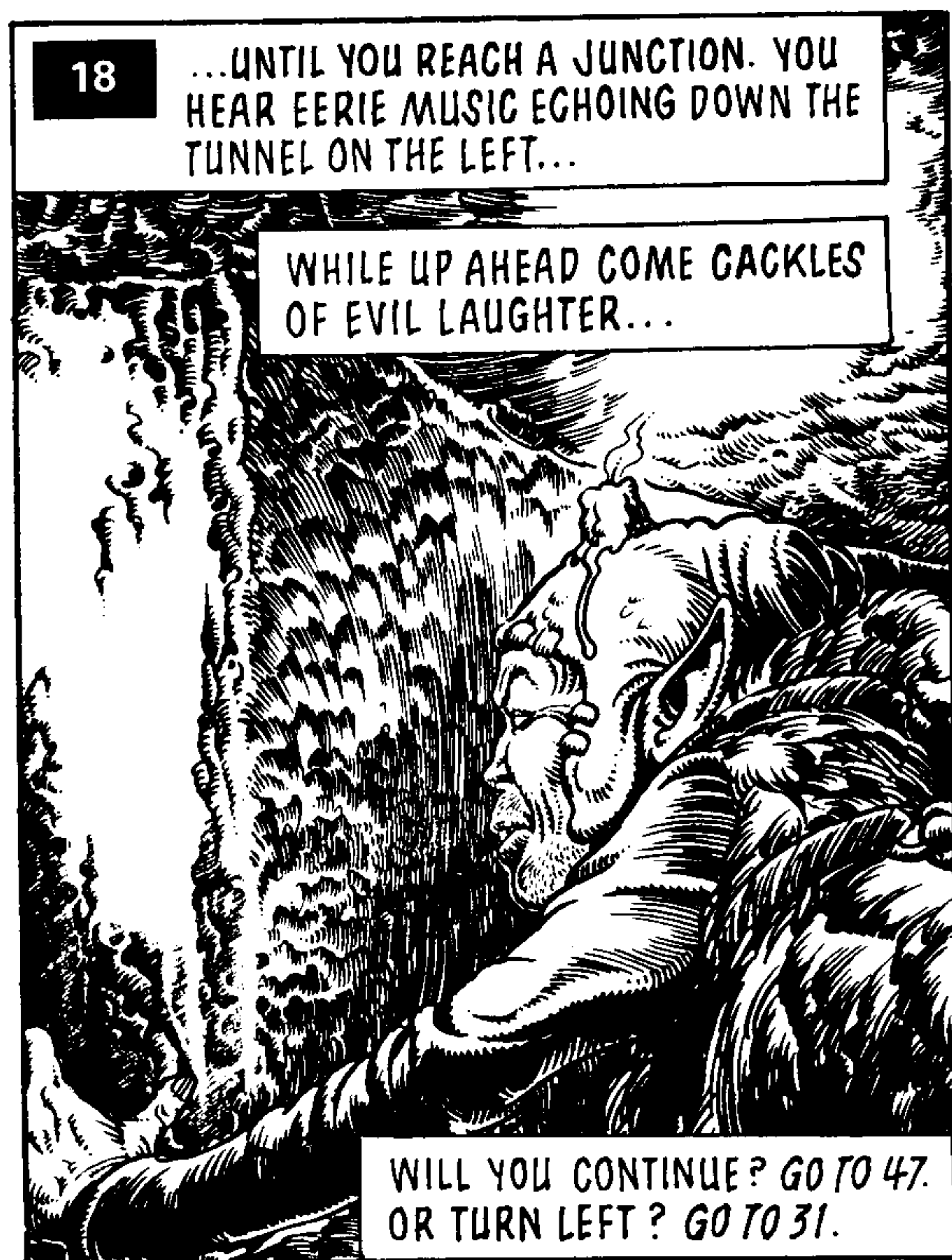
AND THE STENCH
OF SOMETHING
ROTTING FROM
THE OTHER.

WILL YOU TAKE THE RIGHT FORK? GO TO 68.
OR THE LEFT FORK? GO TO 52.



17

YOU CRAWL ALONG THE TUNNEL AS IT TWISTS AND TURNS DOWNWARDS INTO THE EARTH...



18

...UNTIL YOU REACH A JUNCTION. YOU HEAR EERIE MUSIC ECHOING DOWN THE TUNNEL ON THE LEFT...

WHILE UP AHEAD COME CACKLES OF EVIL LAUGHTER...

WILL YOU CONTINUE? GO TO 47.
OR TURN LEFT? GO TO 31.



19

WHICH ONE WILL YOU ATTACK FIRST (WHILE UKKO KEEPS THE OTHERS AT BAY)...?

CRUNNCHU
THE VIOLENT?
GO TO 38.

MUGNA THE EVIL?
GO TO 44.

DUBBO THE BLACK?
GO TO 14.



20

YOU DISCOVER IT'S...

A STATUE
OF THE
GREAT
EARTH
GODDESS!

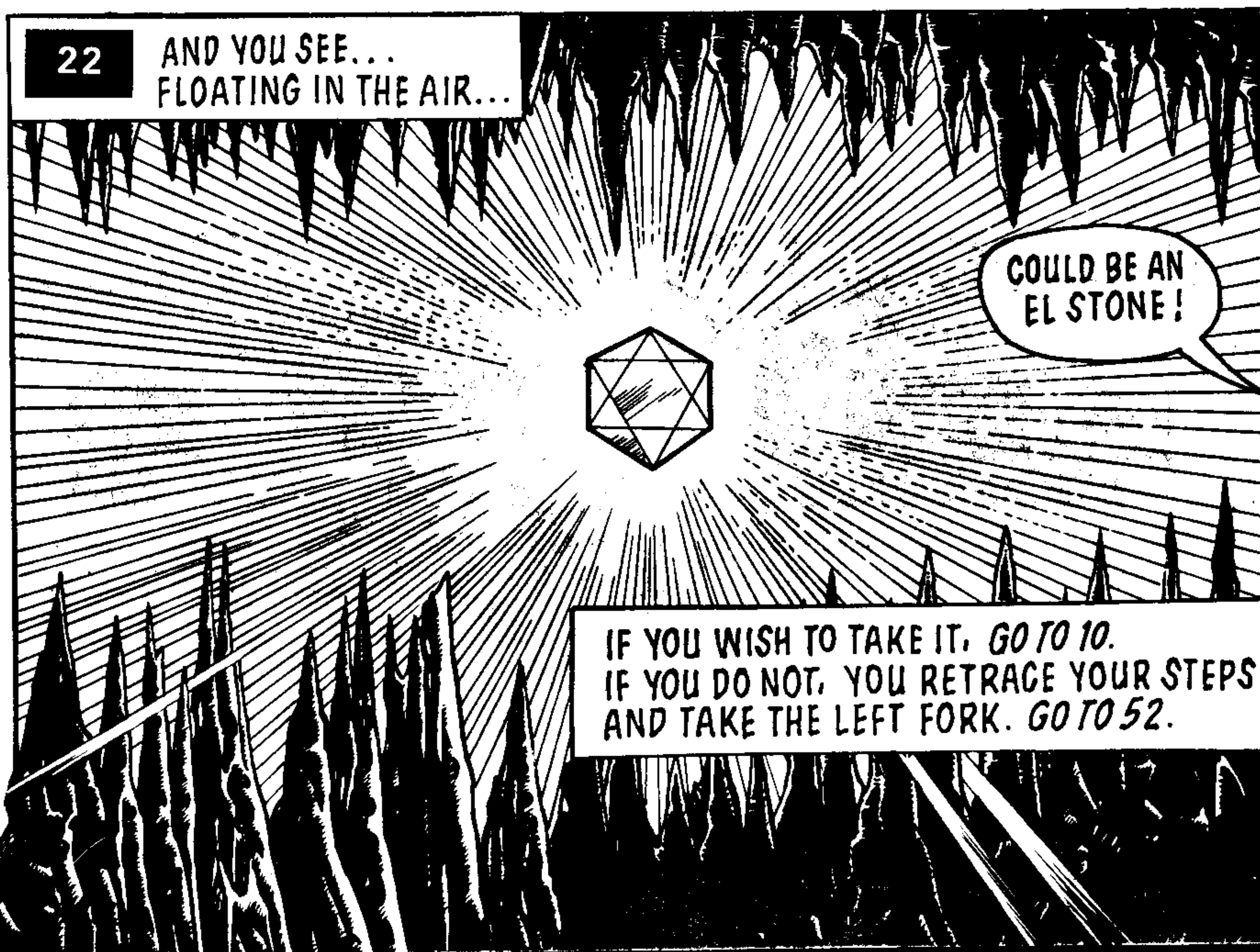
OLD
FLABBY
FLANKS
HERSELF!

THE STATUE FILLS YOU
WITH STRENGTH -
ADD 10 TO YOUR WARP
RATING. YOU TAKE IT
WITH YOU AND RETURN
TO THE SHAFT.
GO TO 6 TO DECIDE
WHICH TUNNEL TO TAKE
NEXT.



21

AT THE END OF A LONG PASSAGE YOU EMERGE IN AN EERIE CHAMBER... SILENT EXCEPT FOR THE SOUND OF WATER DRIPPING FROM STALACTITES...

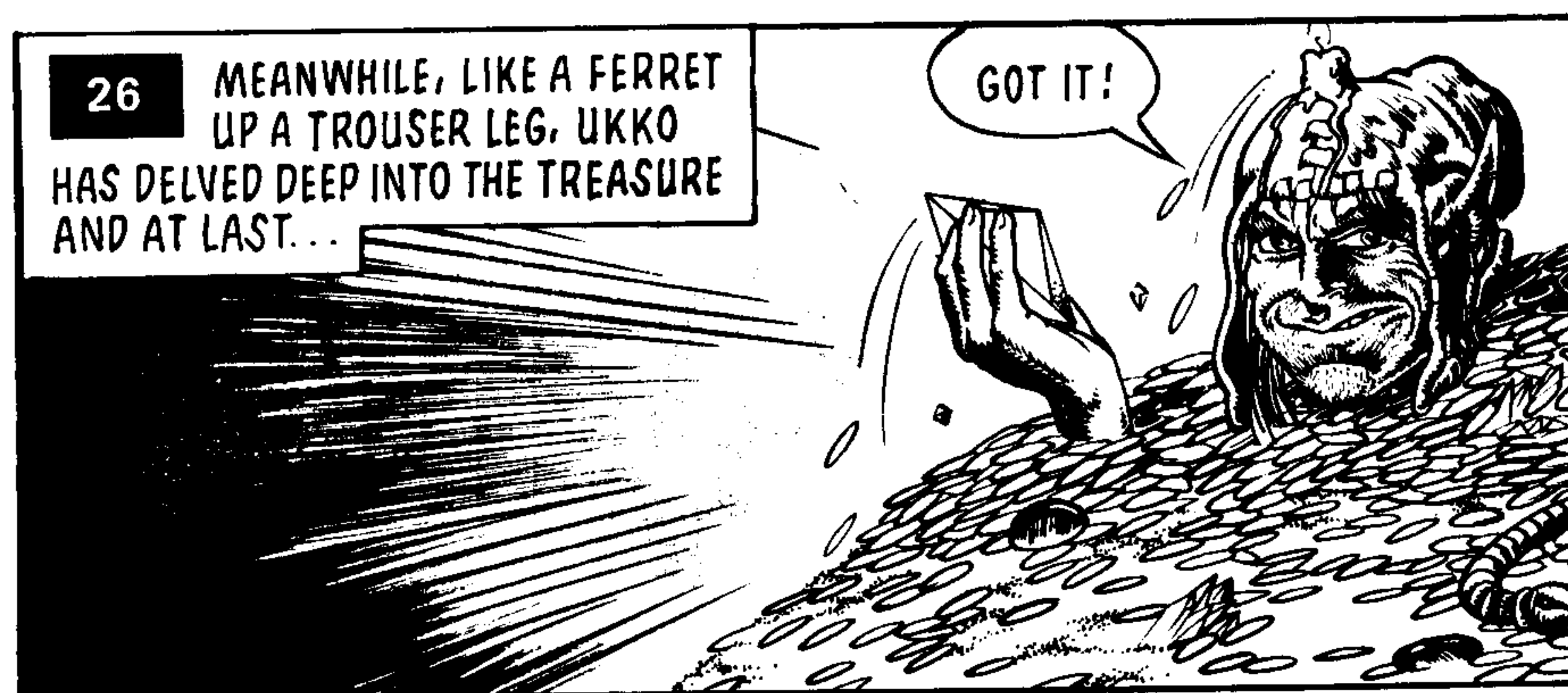


22

AND YOU SEE...
FLOATING IN THE AIR...

COULD BE AN
EL STONE!

IF YOU WISH TO TAKE IT, GO TO 10.
IF YOU DO NOT, YOU RETRACE YOUR STEPS
AND TAKE THE LEFT FORK. GO TO 52.



29

THE SLIMY PASSAGE IS BARELY A FOOT HIGH, AND YOU HAVE TO CRAWL ALONG WITH YOUR FACES TOUCHING THE GROUND...



IT'S LIKE BEING INSIDE A GRAVE!

31

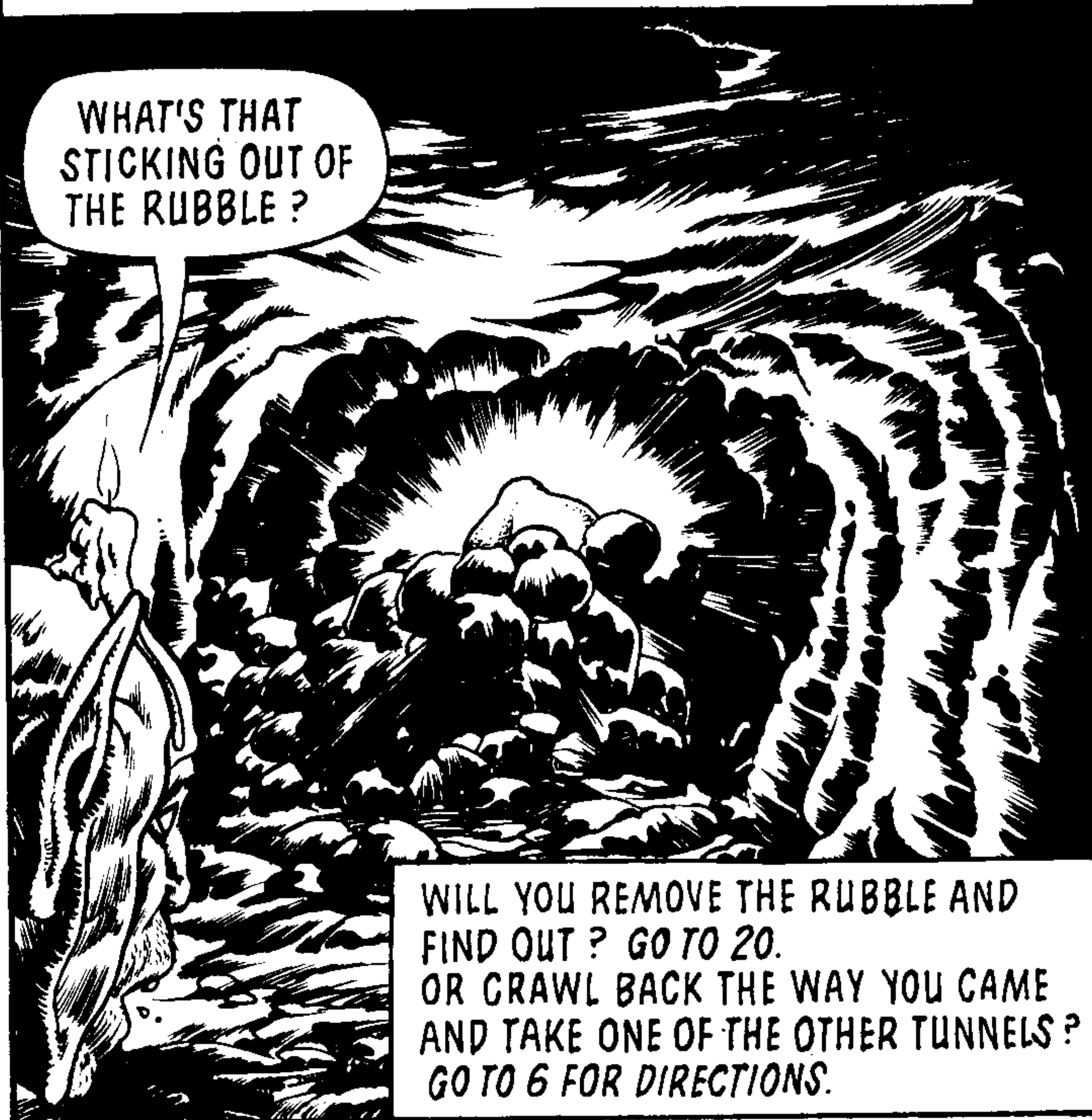
YOU WRIGGLE ALONG THE PASSAGE ON YOUR STOMACHS... EVENTUALLY IT OPENS OUT INTO ANOTHER TUNNEL...



YOU TURN RIGHT.
GO TO 35.

30

...UNTIL YOU REACH A DEAD END. SOMETHING MUST HAVE CAUSED A CAVE-IN...

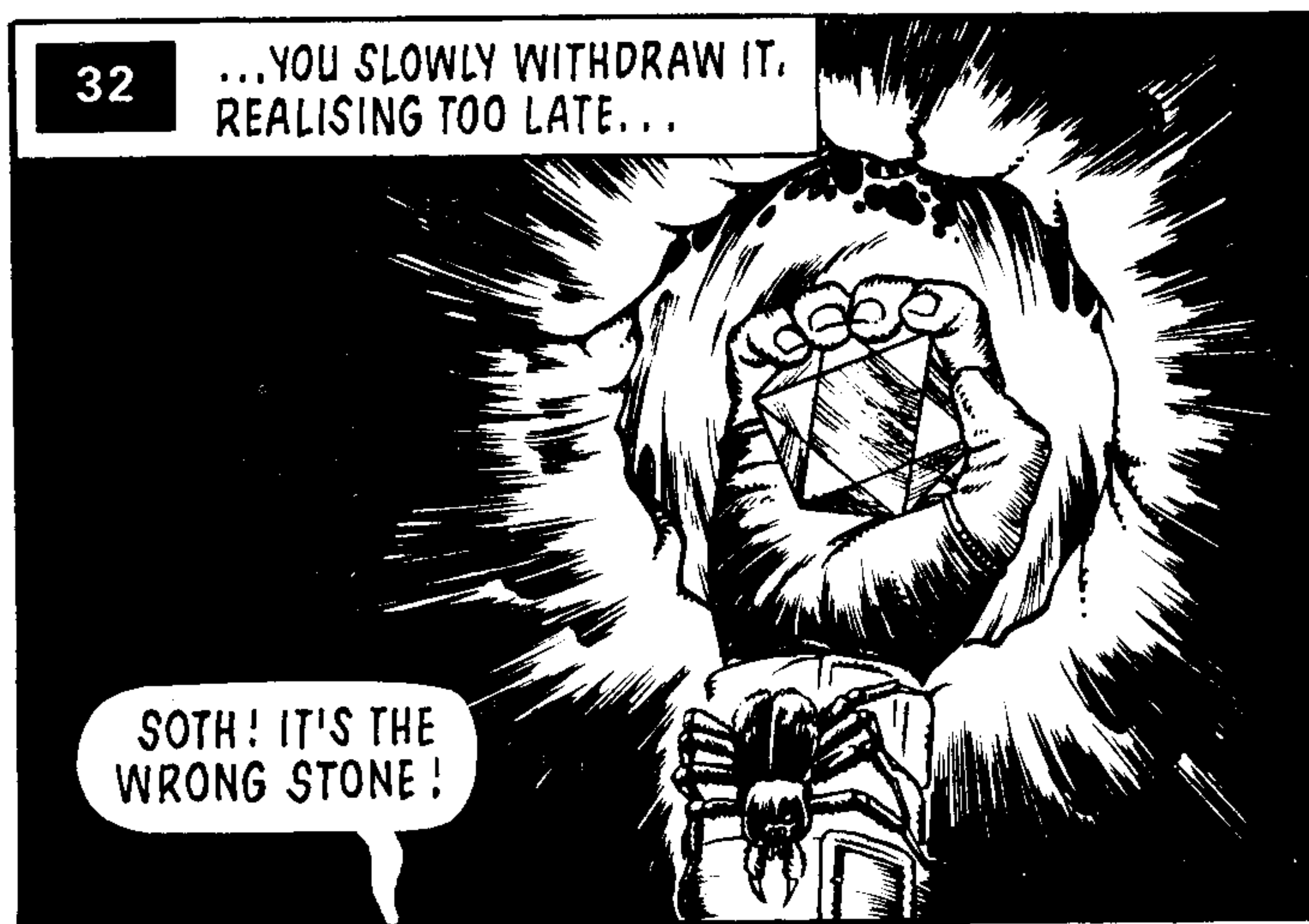


WHAT'S THAT STICKING OUT OF THE RUBBLE?

WILL YOU REMOVE THE RUBBLE AND FIND OUT? GO TO 20.
OR CRAWL BACK THE WAY YOU CAME AND TAKE ONE OF THE OTHER TUNNELS? GO TO 6 FOR DIRECTIONS.

32

...YOU SLOWLY WITHDRAW IT, REALISING TOO LATE...



SOOT! IT'S THE WRONG STONE!

33

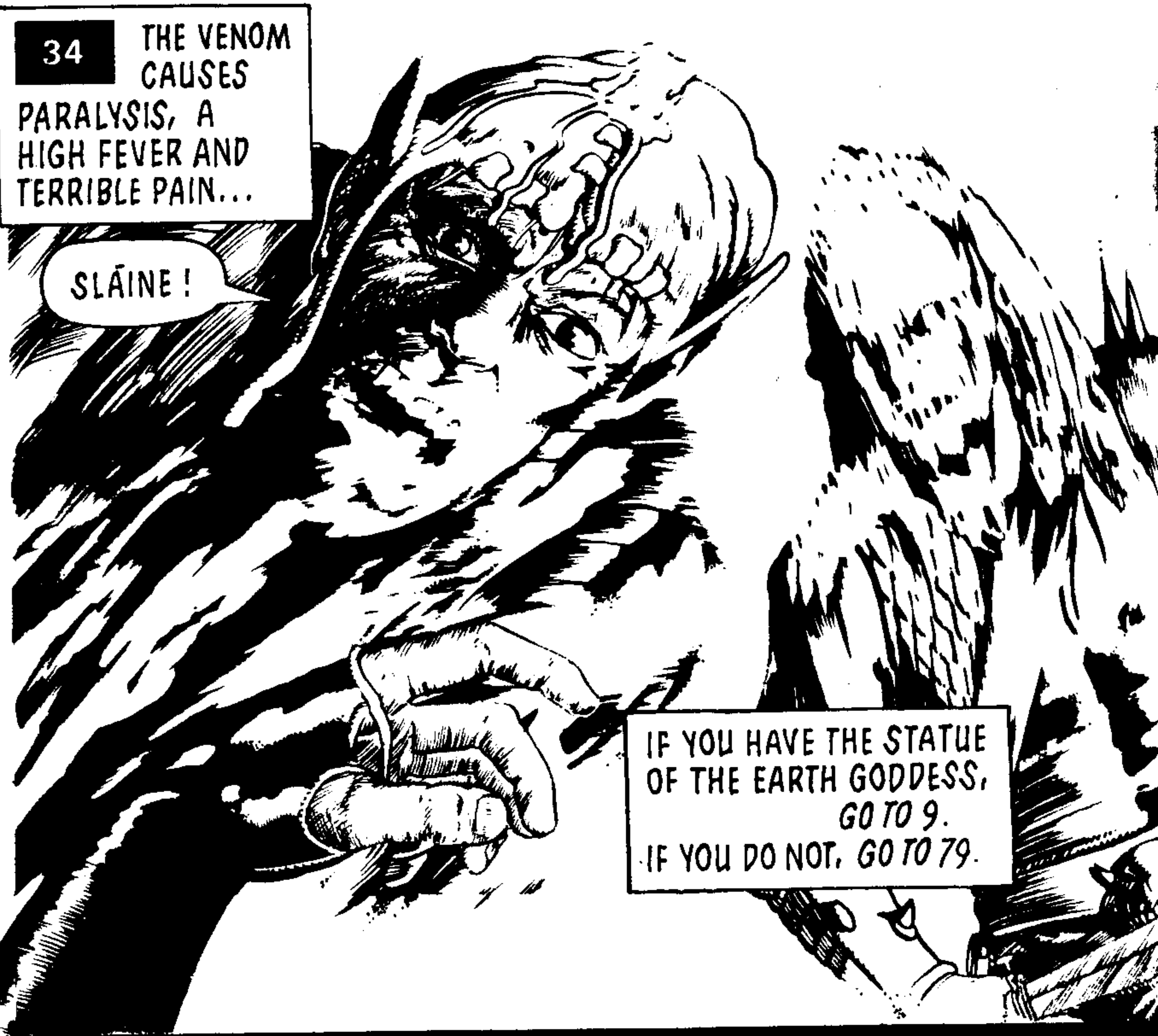
YOUR SHOCKED REACTION ALARMS A SPIDER... IT SINKS ITS VENOMOUS FANGS INTO YOUR SKIN...



AAAGH!

34

THE VENOM CAUSES PARALYSIS, A HIGH FEVER AND TERRIBLE PAIN...



SLÁINE!

IF YOU HAVE THE STATUE OF THE EARTH GODDESS, GO TO 9.
IF YOU DO NOT, GO TO 79.

35

THE STRANGE
MUSIC GROWS
LOUDER...



36

YOU ENTER A CAVERN
AND SEE A STRANGE
CREATURE PLAYING A
GARNYX (CELTIC
TRUMPET)...



37

YOU RECOGNISE
THE FIGURE AS
CARNUN - THE BEAST
GOD, PROTECTOR OF ALL
ANIMALS...

DO YOU LIKE
MY MUSIC,
MORTALS?

WILL YOU TELL HIM IT WAS
HIDEOUS? GO TO 41.
OR WONDERFUL? GO TO 12.
OR ATTACK HIM? GO TO 13.



38

YOU FIGHT CRUNNCHU.
WARP RATING: 6



IF YOU DEFEAT HIM,
GO TO 25.

39

THE SERPENT
LUNGES AT YOU,
BUT YOU DO A GREAT
'SALMON LEAP'...



40

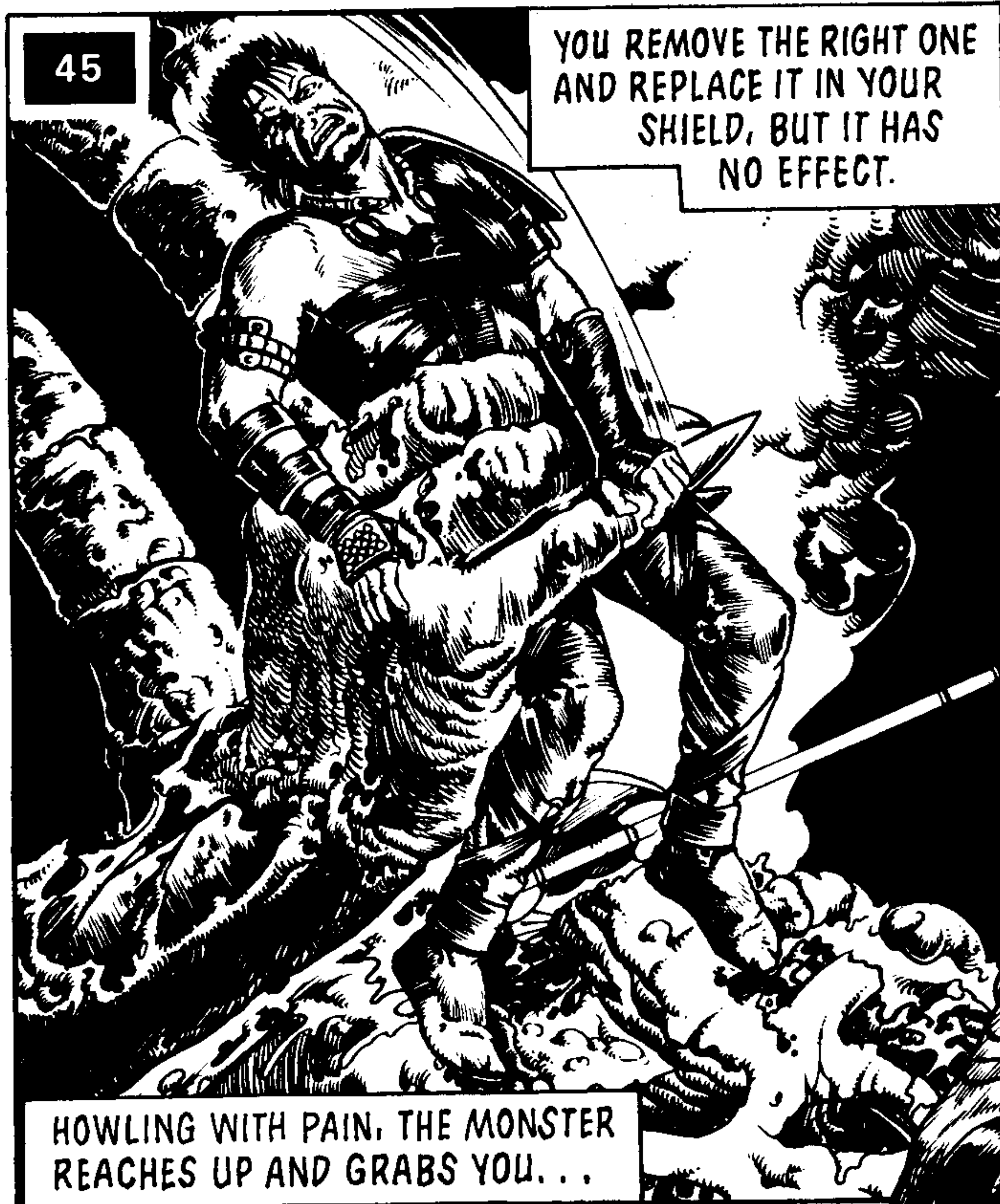
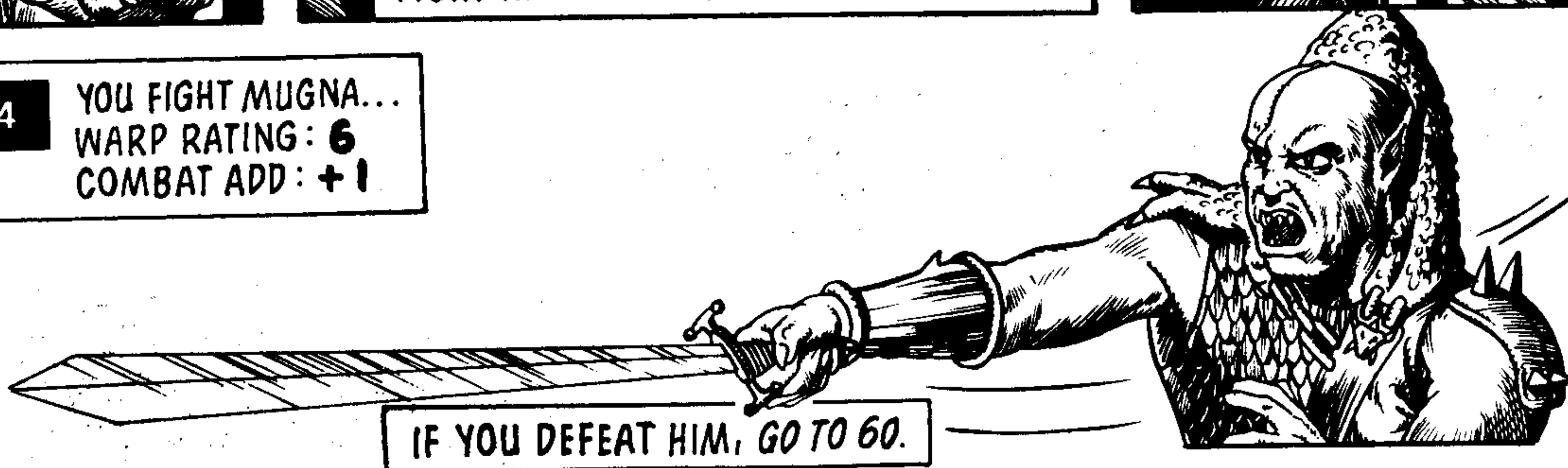
...AND
LAND ON
ITS HEAD. YOU
REALISE THE EL
STONE COULD BE
EMBEDDED IN
ONE OF ITS EYES!

WILL YOU PLUCK OUT THE
BEAST'S LEFT EYE? GO TO 69.
OR ITS RIGHT EYE? GO TO 45.





44 YOU FIGHT MUGNA...
WARP RATING: 6
COMBAT ADD: +1





47 YOU FIND YOURSELF IN A CAVERN WHERE THREE GOBLINS ARE COUNTING HEADS...

I'VE THE MOST!
I SHOULD BE THE
LEADER!

ONLY BECAUSE I
SMASHED MINE
TO PIECES!

BAH! JUST TWO
MORE HEADS!
THAT'S ALL I
NEED!



48

WELL...
HELLO
THERE!

WE'VE COME FOR
THE EL STONE...



49

...SO HAND IT OVER,
GAG-FACE, OR I'LL
INTRODUCE YOU TO
'BRAIN-BITER'
HERE!

ALL RIGHT,
ALL RIGHT...



50

IT'S IN...



51

...THERE!

IF YOU'RE PREPARED TO PUT YOUR HAND IN THE
SPIDERS' NEST TO GET THE STONE, GO TO 66.
IF YOU WOULD RATHER ATTACK THE GOBLINS,
GO TO 19.

52

THE SMELL OF DECAY INCREASES AS YOU HEAD DOWNWARDS...
UNTIL YOU REACH A LABYRINTHINE GROTTO - **THE DRAGON'S LAIR!**

THE ROTTING BEAST LIES THERE IN
A POOL OF ITS OWN VENOM. IT'S
IN THE THROES OF DEVOURING
A VICTIM...AND UKKO SEES
HIS WIFE IS NEXT!

UKKO!

PONA!

53

SO, SLÁINE, YOU'VE
FINALLY ARRIVED. I
WONDERED IF YOU'D
MAKE IT THIS FAR.
I'M IMPRESSED.

YOU
KNOW
ME?

54

WE'VE MET BEFORE. I'M WHAT
MORTALS CALL A DEV-EL...I'M
MERELY USING THIS CADAVER AS
A VESSEL FOR MY SPIRIT!

55

WHY AREN'T YOU
TREMBLING AT THE
SIGHT OF ME?
WHY DON'T YOU
BEG FOR MERCY,
SLÁINE?

ME? AFRAID OF
A TOOTHLESS
DEAD THING?

56

I'VE ENOUGH
FANGS IN THIS
STINKING BODY TO
CUT YOU UP, MY
FINE BARBARIAN!

THERE'LL BE NO
MAIDENS GLANCING
AT YOUR RIPPLING
MUSCLES WHEN I'VE
FINISHED WITH YOU!

GO TO 57.

57

THE CREATURE HAS A
SUDDEN SEIZURE...

GAKK!

58

AND WHILE IT'S
DISTRACTED...

PSST! SLÁINE!
OVER THERE...
SOMETHING'S GLOWING -
COULD BE AN
EL STONE!

59

...AS I WAS SAYING -
I'VE ENOUGH FIRE IN
MY BELLY TO
TORCH **YOU!**

WILL YOU STAY AND FIGHT
THE DRAGON? *GO TO 11.*
OR RUN OFF AND GET THE
STONE FIRST? *GO TO 10.*

60

MUGNA LIES DEAD AT YOUR FEET.
YOU SEE THE EL STONE ON HIS
SWORD HILT AND REMOVE IT...

61

...IT HISSES AND CRACKLES WITH ENERGY AND
GIVES YOU AN EXTRA COMBAT ADD OF +1.

YOU REPLACE THE STONE IN 'DEATH'S DOOR'...
POWER SURGES FROM IT, SENDING THE OTHER
TWO GOBLINS BACK INTO THEIR OWN WORLD...

GO TO 73.



68

YOU SEE ANOTHER GHOSTLY WARNING AHEAD...

A CORPSE CANDLE!
SLÁINE, WE MUST
GO BACK!

DO YOU LISTEN TO UKKO? IF SO,
YOU RETRACE YOUR STEPS AND
TAKE THE LEFT FORK. GO TO 52.
IF NOT, YOU CONTINUE. GO TO 21.

69

YOU REMOVE THE LEFT
ONE AND REPLACE IT
IN YOUR SHIELD. THE MONSTER
HOWLS WITH PAIN, AND...

70

...DROPS DOWN
DEAD.

YOU'VE
DONE IT!

YOUR CONFIDENCE IS GREATLY
ENHANCED BY YOUR VICTORY.
ADD THE DRAGON'S WARP
RATING - 18 - TO YOUR OWN.
THE EL STONE ALSO GIVES YOU
ANOTHER COMBAT ADD OF +1.

71

BUT THEN...

YOU MAY HAVE FOUND THE
EL STONE THAT CONTROLS
THE WORLD OF THE DEAD...

BUT YOU FACE ONE
FINAL CHALLENGE,
SLÁINE MAC ROTH!

72

ELFRIC! A
DEV-EL YOU
ENCOUNTERED IN A
PAST ADVENTURE...

BUT I SAW
YOU LYING
DEAD -
KILLED BY
YOUR OWN
DARK
GOD!

NO... HE
TRANSFERRED
SOME OF HIS
AWESOME POWER...
STUNNING ME!

NOW, AT LAST,
I AM STRONG
ENOUGH TO
CRUSH YOU!

GO TO 74.

73 I HATE GOBLINS! YOU KNOW HOW THEY GOT THEIR NAME? 'COS THEY'RE ALWAYS GOBBIN' EVERYWHERE!

IN THAT CASE, YOU SHOULD BE A BOGEYMAN.

WILL YOU NOW TAKE THE PASSAGE AHEAD? *GO TO 15.*

OR RETRACE YOUR STEPS AND TAKE THE TUNNEL ON YOUR LEFT WHERE THE EERIE MUSIC CAME FROM? *GO TO 31.* (IF YOU HAVE ALREADY MET WHO IS RESPONSIBLE FOR IT, *GO TO 15*).

74 ONLY THE DEV-EL'S STONE CAN SAVE YOU! SHALL I TELL YOU WHERE IT IS?

I WOULDN'T WANT YOU TO STRAIN YOUR **SIMPLE** BARBARIAN BRAIN TRYING TO FIGURE IT OUT!

75 IT'S IN THAT LOT! HAH-HAH-HAH!

WHAT?

SO TH!

76 UKKO! LOOK FOR IT!

HE'S WASTING HIS TIME!

77 MY DWARF HAS A NOSE FOR TREASURE - HE'LL FIND IT!

BUT BY THEN IT'LL BE TOO LATE - YOU'LL BE DEAD...

78 ...AND I WILL ENJOY THE EXQUISITE PLEASURE OF SLICING YOU UP!

A SAVAGE BATTLE COMMENCES. ELFRIC'S WARP RATING: **20**. HIS COMBAT ADD: **+5**. IF YOU MANAGE TO REDUCE ELFRIC'S RATING TO **10**, *GO TO 26.*

79

AS YOU DIE IN HIDEOUS AGONY,
THE GOBLINS LEER DOWN AT YOU...

THE
SPIDERS
WERE MY
IDEA - I
CLAIM
HIS
HEAD!

NO - ME!
I'M THE
LEADER!

NOT FAIR!
WE'LL
SPLIT IT
THREE
WAYS!

FOR YOU,
THIS IS...
**THE
END.**

80

ELFRIC IS STRONGER. SHOVING YOU OUT
OF THE WAY, HE CATCHES THE STONE.

81

THE POWER FROM THE STONE
HURLS YOU BACK...

82

YOU, UKKO AND PONA ARE
UNABLE TO MOVE AS ELFRIC
TAKES THE SHIELD AND PLACES THE
STONE IN IT...

THANK YOU FOR THE SHIELD,
SLAINE. NOW I CONTROL
DEATH'S DOOR. I SHALL USE IT
TO OPEN WIDE THE ENTRANCE
TO **HEL** AND UNLEASH
ITS CITIZENS...

83

HIS BODY STARTS TO PULSATE
AND QUIVER...

84

...ON EARTH!
HAH-HAH-HAH!

HIS TRIUMPHANT LAUGHTER IS THE LAST
THING YOU HEAR AS HIDEOUS CREATURES
RUSH OUT... SWARMING ON TOP OF YOU,
BITING AND CLAWING. FOR YOU, THIS IS...
THE END.

WHAT'S
HAPPENING
TO HIM?

I THINK HE'S
ABOUT TO
GROSS OUT!

85

TOO LATE YOU DISCOVER IT WAS NOT AN EL STONE, BUT SOME KIND OF MAGNETIC CRYSTAL KEEPING THE ROCKS APART...



...THEY CLOSE LIKE DRAGON'S FANGS. YOUR QUEST ENDS HERE.

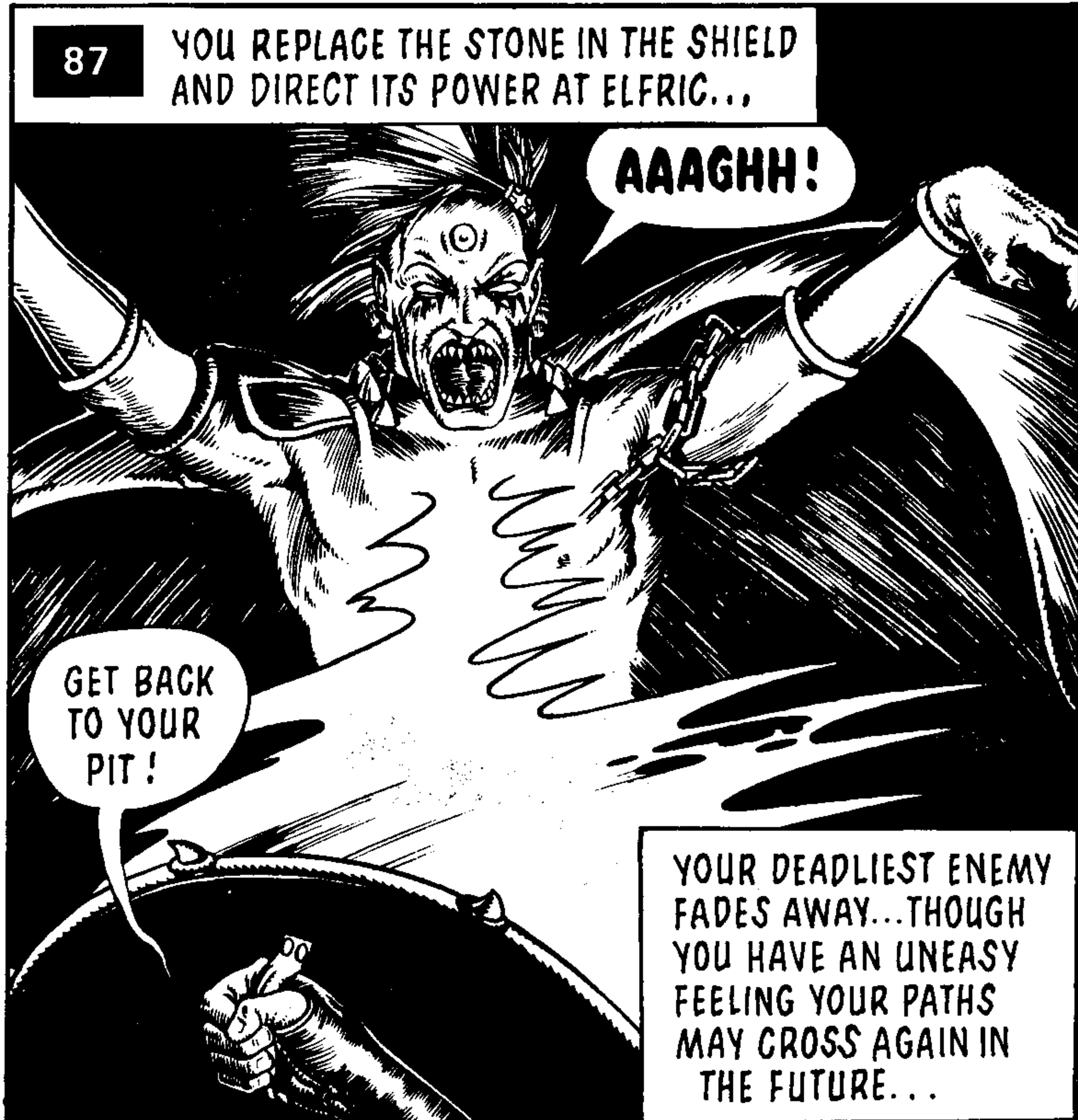
86

YOU DO A MIGHTY SALMON LEAP AND CATCH THE STONE...



87

YOU REPLACE THE STONE IN THE SHIELD AND DIRECT ITS POWER AT ELFRIC...



YOUR DEADLIEST ENEMY FADES AWAY...THOUGH YOU HAVE AN UNEASY FEELING YOUR PATHS MAY CROSS AGAIN IN THE FUTURE...

88

THE STONE FILLS YOU WITH MORE POWER - ADD 20 TO YOUR WARP RATING. AND THERE IS ANOTHER REWARD...



THE DRAGONHOARD!
ALL MINE - ER -
OURS!

89

BUT...

ALL **HERS!** I'M TAKING THIS IN MAINTENANCE FOR ALL THE YEARS YOU LEFT ME AND THE KIDS TO FEND FOR OURSELVES!



90

IF YOU DIDN'T FIND THE OTHER STONES, YOU FIND IT EASY ENOUGH TO DO SO NOW... WITH THE DRAGON SAFELY OUT OF THE WAY.



THEN IT IS TIME FOR YOU AND UKKO TO LEAVE, TO THE GRATEFUL APPLAUSE OF THE DWARVES (ESPECIALLY RATIS)...

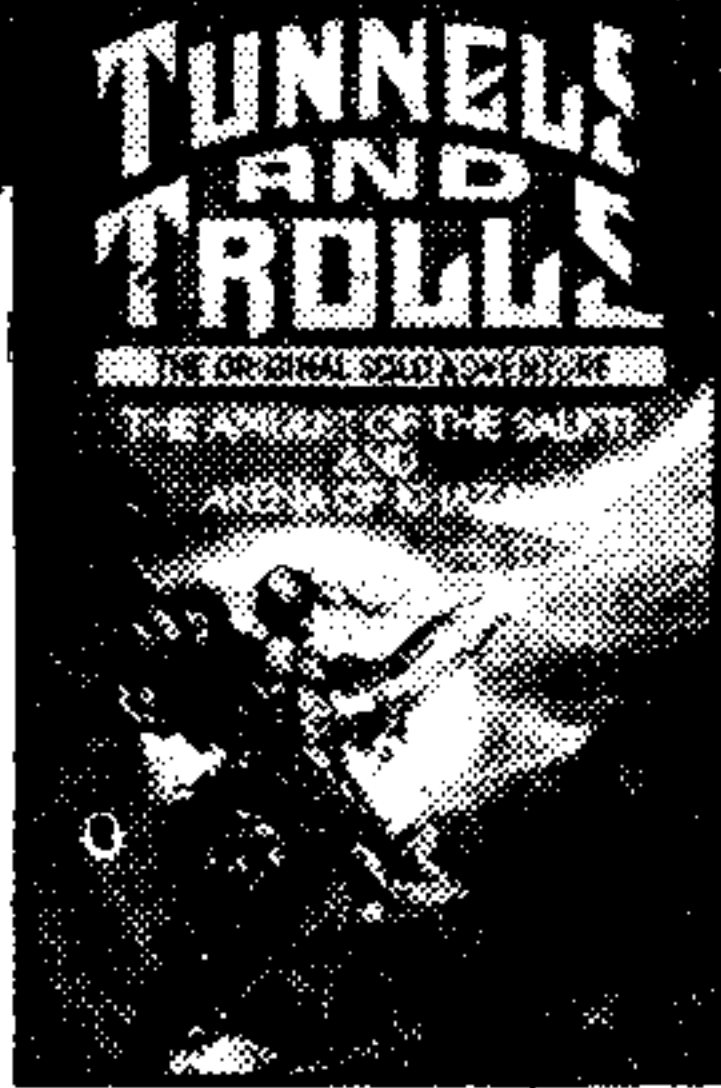
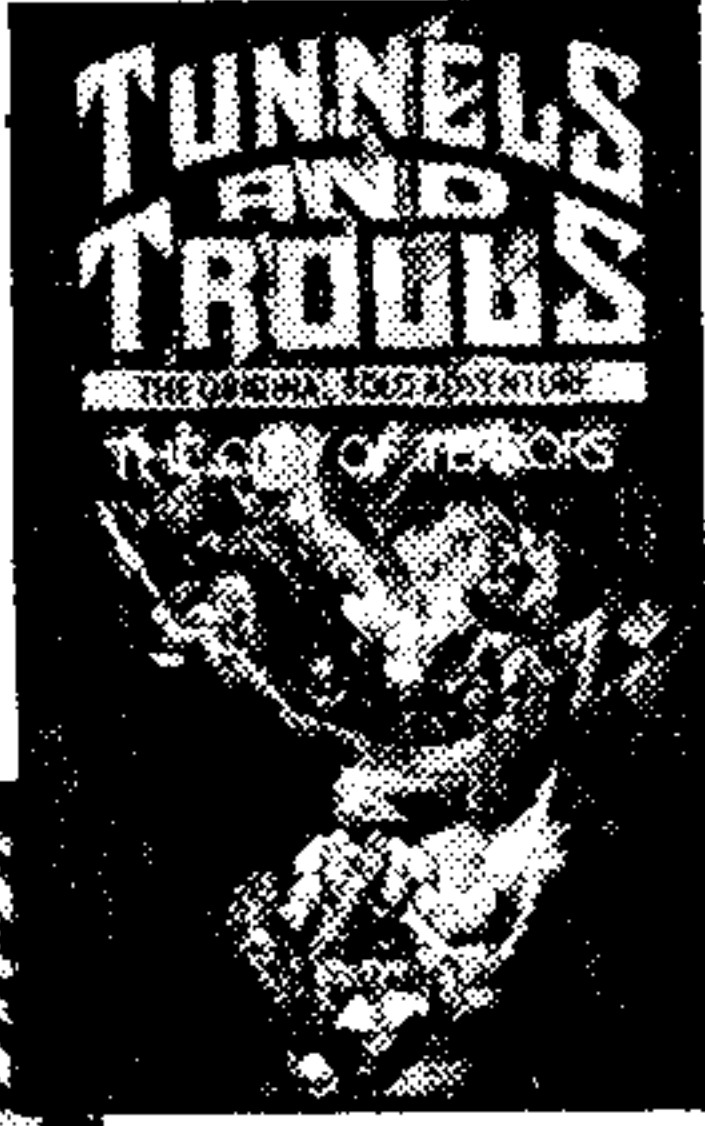
GOODBYE,
FATHER!

GOOD
RIDDANCE!

YOU HAVE
SUCCEEDED IN
YOUR QUEST.
THE END.

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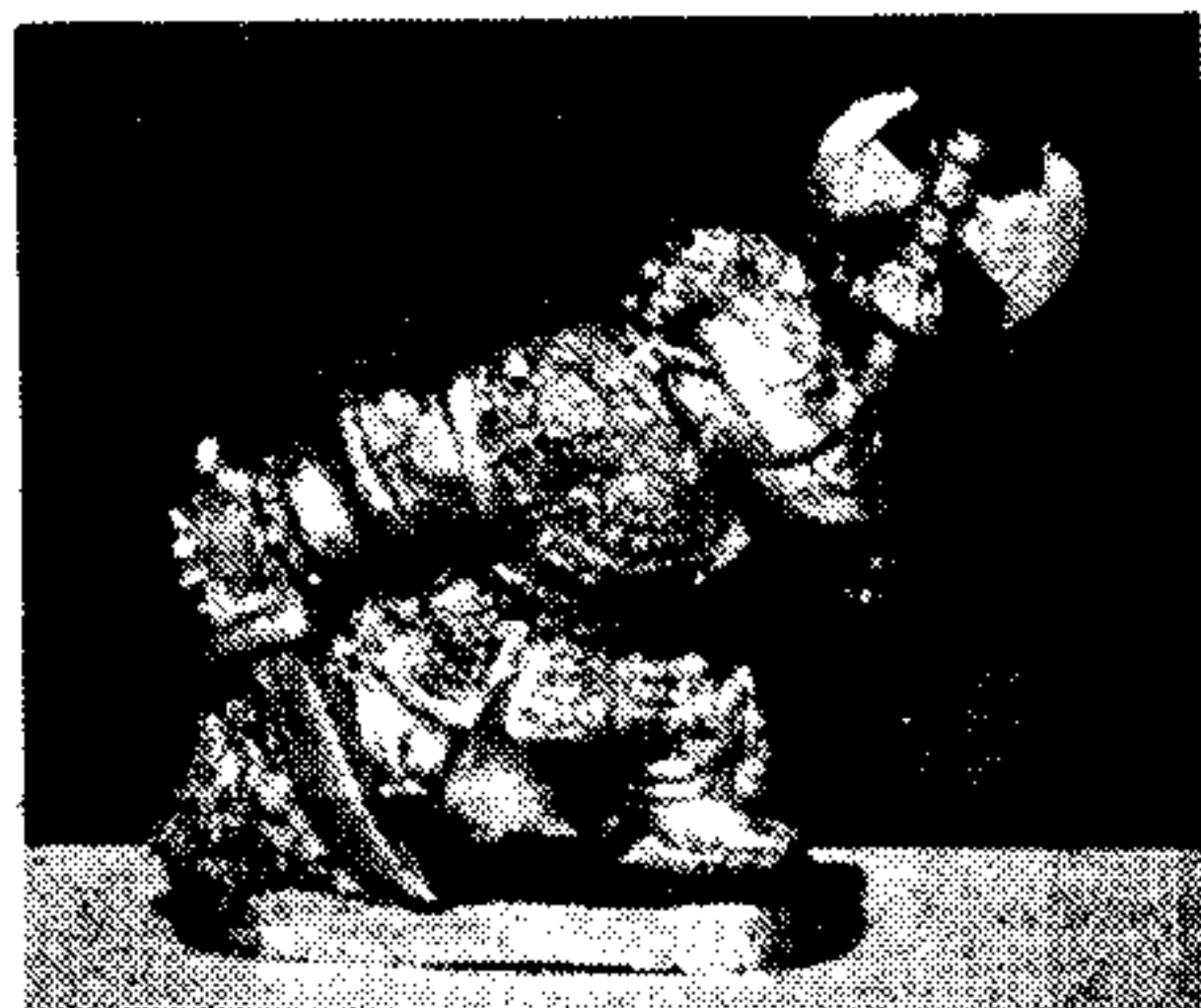


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